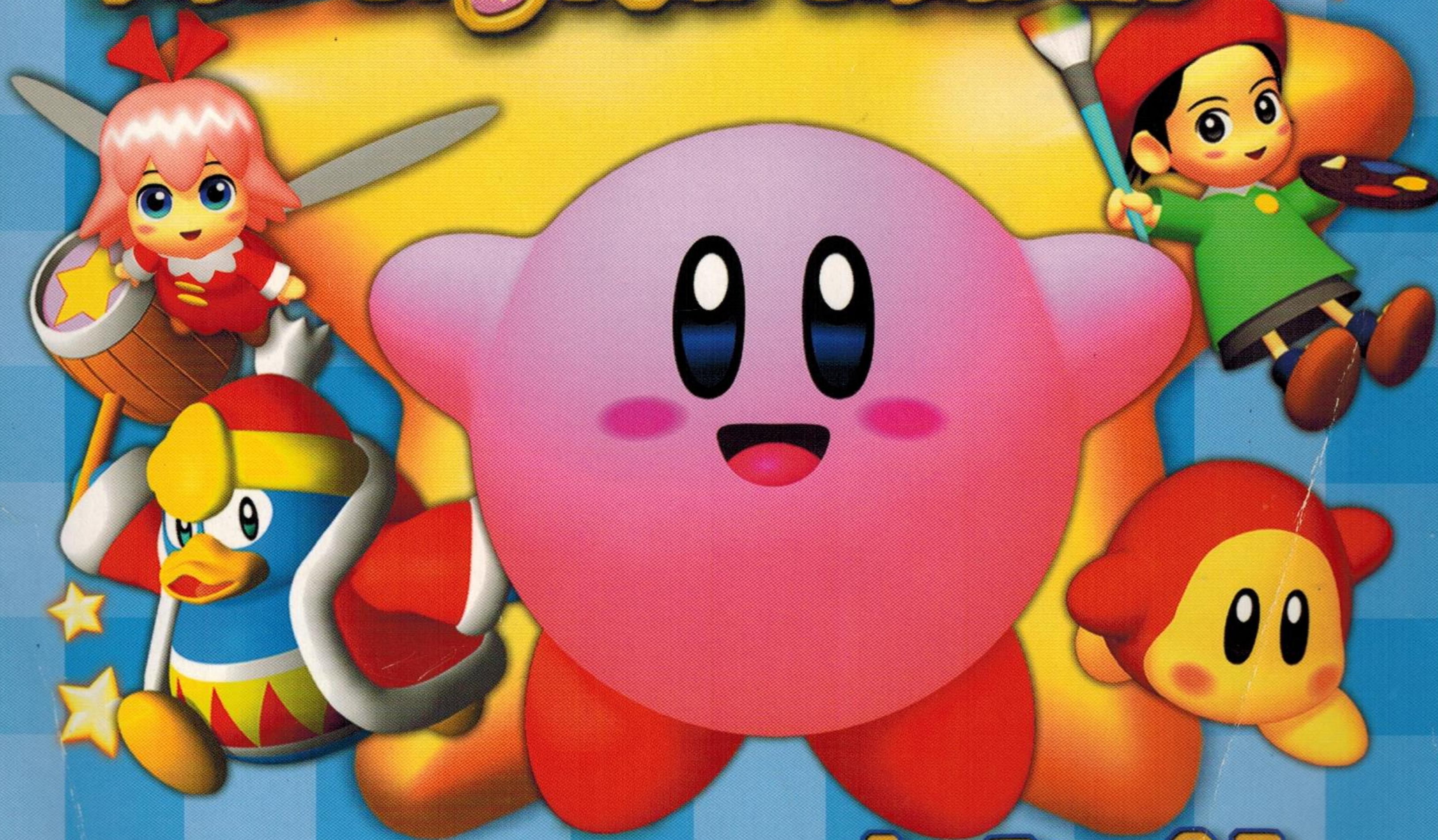


PRIMA'S OFFICIAL STRATEGY GUIDE

KIRBY 64™

The Crystal Shards



Locations of all
100 crystal shards

Matthew K. Brady

primagames.com

KIRBY 64™

The Crystal Shards

Prima's Official Strategy Guide

Matthew K. Brady

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The Basics of *Kirby 64: The Crystal Shards*



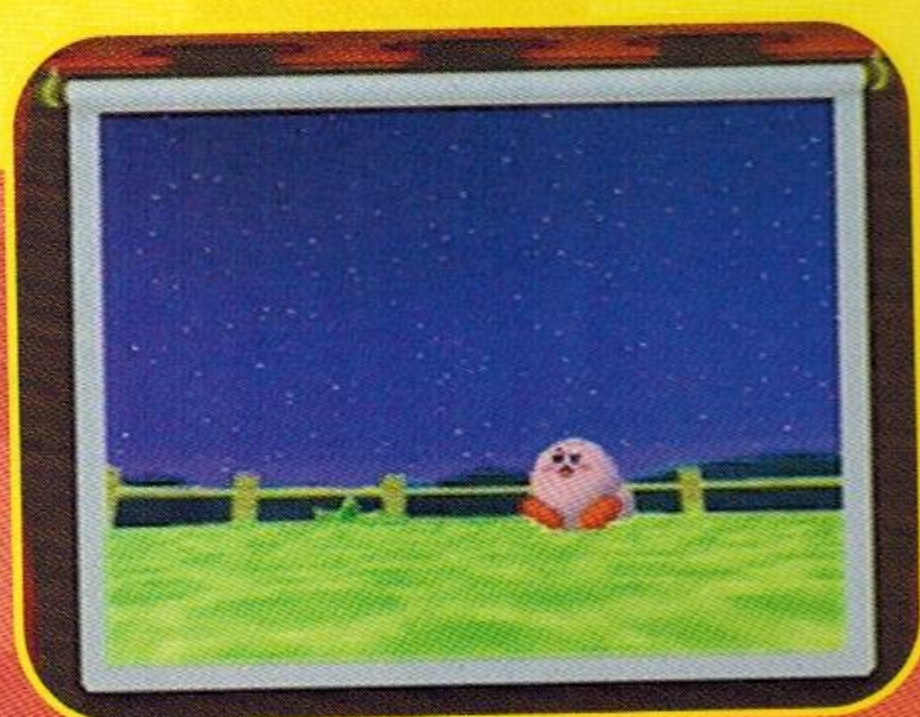
Ribbon Star was a peaceful world inhabited by fairies who guarded their secret treasure—a shining Crystal.



The fairies' peace was destroyed when Dark Matter—an evil power that sought to claim the Crystal and its power—engulfed Ribbon Star.



The fairy named Ribbon managed to grab the Crystal and escape Ribbon Star. Unfortunately, Dark Matter spotted her and followed, attacking Ribbon and the Crystal. Dark Matter's attacks finally hit the Crystal, shattering it into a hundred pieces that scattered across six worlds.



Meanwhile, Kirby sits on Pop Star, gazing at the sky. Suddenly, a crystal shard falls near him, then another, along with Ribbon the fairy.



Ribbon tells Kirby of Dark Matter's attack and asks for his help. Never one to turn down a chance for adventure, Kirby agrees to help Ribbon find the rest of the crystal shards and free the six worlds from Dark Matter.





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Kirby 64: Overview

Kirby 64 has two overall goals. One is to make your way through all 28 stages of the six worlds, defeating the bosses and freeing them from the influence of Dark Matter. The other is to gather the remaining 98 crystal shards (Kirby and Ribbon each have one at the beginning of the game) to score a perfect 100 percent.

Note



Once you finish a stage, you can go back to it at any time. This is necessary because you need specific powers to locate shards in certain stages.

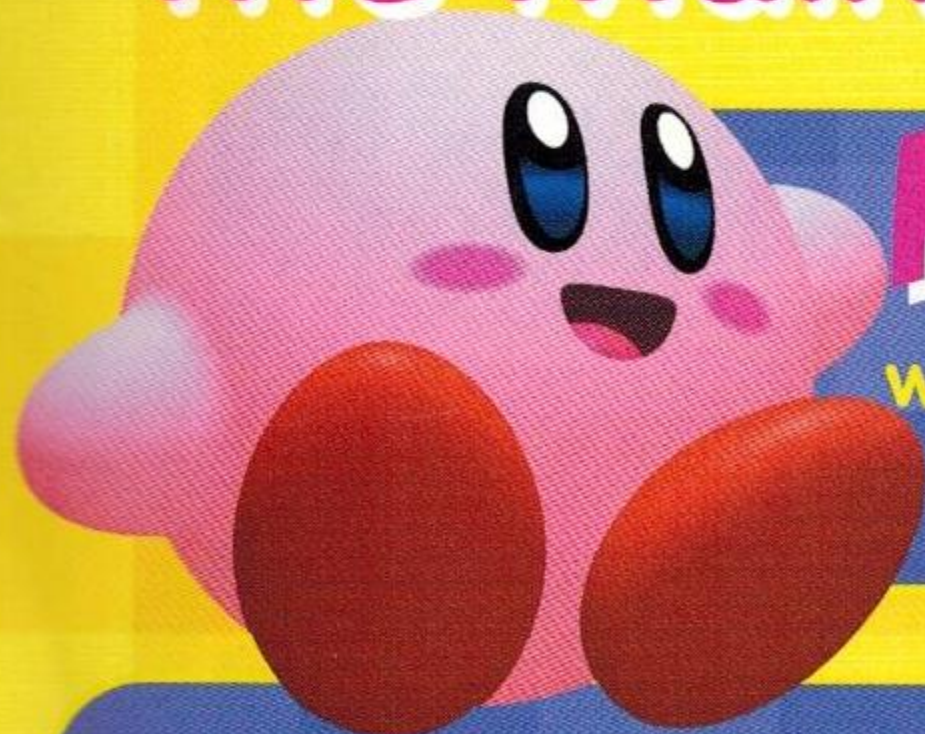
Both goals can be accomplished simultaneously—Kirby can gather shards as he battles enemies on the different worlds. Some shards are easy to find while others are hidden or revealed only when a puzzle is solved. Happy hunting!

The Characters

The six worlds of **Kirby 64** are populated with nearly 100 different creatures, some out to hurt Kirby and his friends, some out to help, and others just minding their own business. Each creature has its own quirks and peculiarities.

This section reveals who's who in **Kirby 64**: who's out to help you, and who you should avoid at all costs.

The Main Characters



Kirby

Kirby—our hero—is jolly, kindhearted, and adventurous. Despite his appearance, Kirby is a world-class athlete who can fly for short distances, swim, run, jump, and copy/combine special powers.

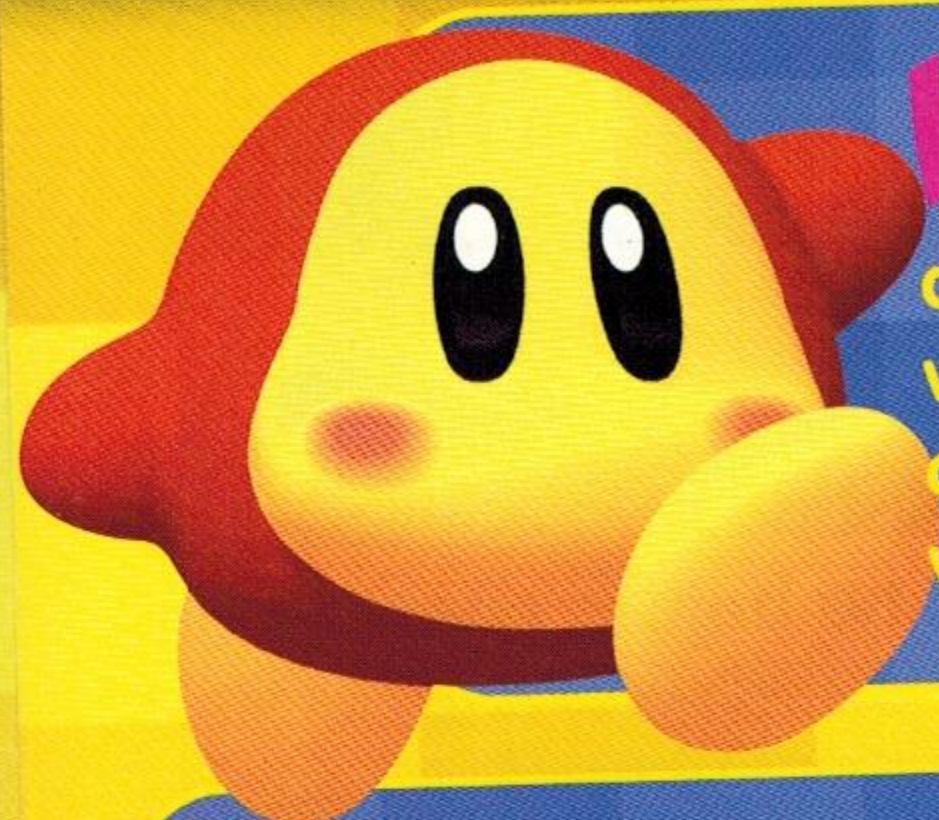
Ribbon

Kirby's traveling companion, Ribbon, is near Kirby through every stage of the game. Her assistance is limited to grabbing the crystal shards once Kirby locates them. She's slowly rebuilding the Crystal that will return the worlds to normal and vanquish Dark Matter.



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Waddle Dee

Kirby's best buddy, Waddle Dee, is always eager to help our hero on his adventures. Waddle Dee shows up occasionally to offer help with transportation in the form of a boat, a sled, a mining car, and more. Kirby's regular powers don't work while he is riding with Waddle Dee.

King Dedede, Kirby's former rival, appears at various places in the game to help Kirby when brute strength is needed—such as in the caves of Rock Star. During these points in the game, Kirby rides on King Dedede's back, and you control Dedede's actions.

King Dedede



Adeleine

An artist who's come to Pop Star to paint, Adeleine joins the others on their adventure across the worlds. Artful and clever, Adeleine occasionally pops up to offer clues to puzzles in the different worlds.



All the Rest

It pays to learn all you can about the other characters in *Kirby 64*. Some go out of their way to hurt you, others can be dodged, and others simply don't give Kirby the time of day. Sometimes knowing when to attack and when to keep moving means the difference between finishing the stage and finding the shard, and restarting the entire stage over again.



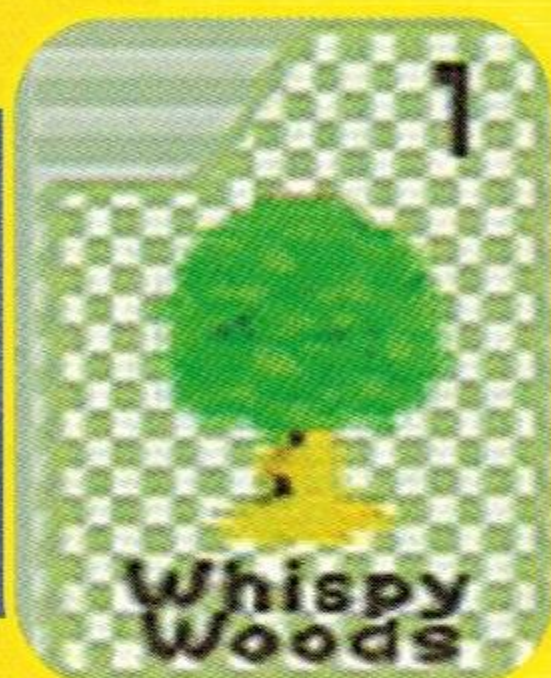


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The Characters



At the end of every stage, you have a chance to collect one Enemy Info card during the Bonus Game. Just like collecting real trading cards, you occasionally get duplicate cards. Therefore, you must complete more than 81 stages and play more than 81 Bonus Games to collect all the Enemy Info cards. The characters are presented here in the order they appear on the cards.



Whispy Woods

The final boss of Pop Star, Whispy Woods attacks with apples, roots, and Whispy Woods Jrs.

Whispy Woods Jr.

The Jrs.' job is to protect Whispy Woods at the end of the fourth stage of Pop Star.

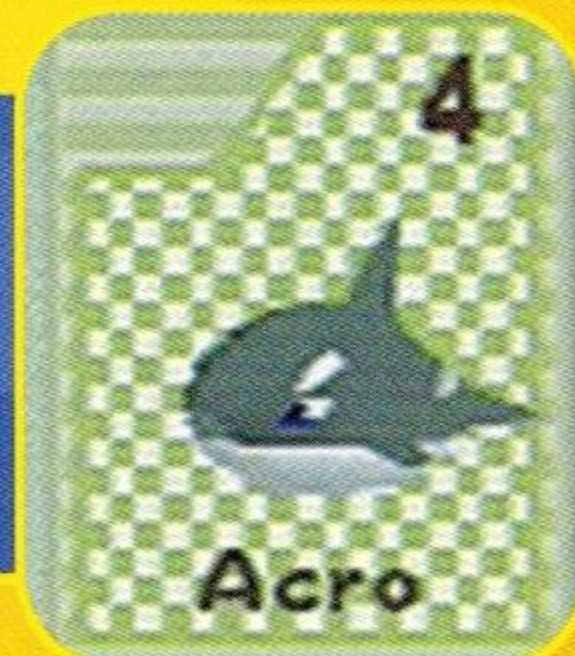


Pix

Made up of three colored diamonds, Pix is the final boss of Rock Star. Each diamond has its own power.

Acro

This giant killer whale is the final boss of Aqua Star. He gets his name from his deadly underwater acrobatics.



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Magman

The final boss of Neo Star, Magman uses lava and other fire attacks against Kirby.



HR-H One of the two final bosses of Shiver Star, HR-H is armed with rockets and a laser beam. He can also swing his arms at Kirby with devastating effect.



HR-E The second final boss of Shiver Star, HR-E fires rockets and warheads at Kirby while also attacking with his scissor-like arms.



Miracle Matter

The final boss of the game, Miracle Matter can take the form of any of the seven powers in Kirby 64.



O² A benevolent creature, O² rarely presents any trouble in the cloud levels of Shiver Star.



N-Z N-Zs walk through the worlds, neither attacking nor avoiding Kirby. You can easily avoid N-Zs by leaping over them.



Rocky

Keep an eye out for Rocky—he'll drop and roll on you if you don't watch out. Once he's on your level, you can easily avoid him.

Tip



Look at the Enemy Info cards carefully. If they have a power symbol in their upper-left corner, they have a power that Kirby can copy or combine.



Bronto Burt

These insect-like critters either fly toward you from a distance or try to block your path. They don't have an attack aside from flying up and down in your way.



Skud

Rockets with cute faces, Skuds take a short flight toward you and try to land on you. You can easily dodge them when they're in flight.



Gordo

You can't destroy Gordos, so just avoid them when you see them flying up and down or in circles along your path. Also, watch out when Gordos are trapped under floating crates—destroy the crates to set them free.



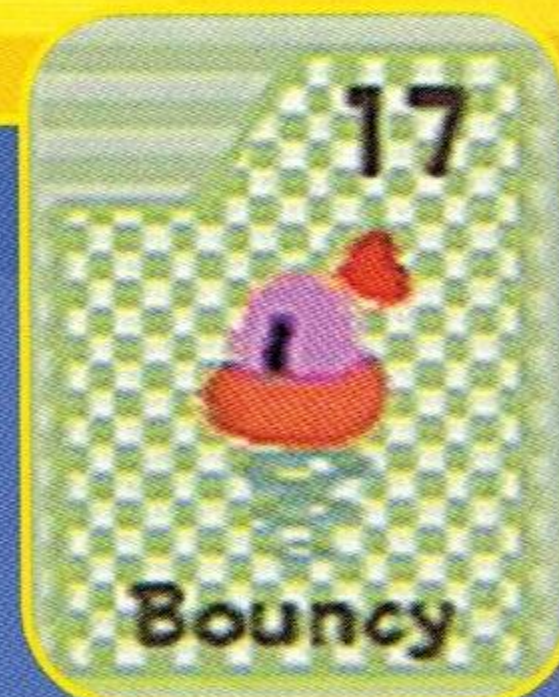
Shotzo

Another character type in *Kirby 64* that you can't destroy, Shotzos fire cannonballs at you from a distance, or they rest on crates. Be careful not to let them fall on you when you destroy the crates.



Spark-i

Electrical enemies, Spark-is float and fire electrical bursts at intervals. Inhale the Spark-is between shots for the best effect.



Bouncy

Instead of attacking, Bouncys bounce up and down in your path. Time their bounces so you can easily pass underneath or over them. If you want to destroy them, do so from a midair jump—Bouncys spend more time in the air than they do on the ground.



Glunk

Plant-like creatures, Glunks are found on the ground or on the ceilings of caves. They each fire a pod at Kirby as he passes. Run by them to easily avoid the pods.

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Slushy

Found near water, Slushys float in place and pose no threat to Kirby or his friends.



Chilly

Looking like snow men, Chillys have no throwing attack and are only dangerous when they're drawing ice energy around them. Chillys are only vulnerable to attack when they don't have an ice energy halo.



Propeller

Propellers are ice enemies that attack by chasing Kirby. Attack them before they get too close.



Glom

Hiding in their caves, Gloms show their eyes before they pop out to look for food—which includes Kirby. Walk to the edge of their caves to lure them out, then grab whatever treasure lies in front.



Mahall

Usually lying in wait with only their green tops showing, Mahalls pop up and fire bubbles at Kirby if he gets too close. Don't wait for them to pop out before attacking them—you can destroy them when they're just showing their tops.



Splinter

Splinters are spiked logs that roll at Kirby when they're released from ledges or other heights. Avoid them at all costs—they can do severe damage to Kirby if they roll over him. In addition, don't touch them once they've stopped rolling. The spikes can still hurt you.

Poppy Bros. Jr.

Some of the toughest enemies in the game, Poppys toss bombs at Kirby from a distance. Throw or exhale a weapon at them from a distance to destroy them.



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Goblin

These Kirby-eating plants chomp you if given the chance. You can avoid Gobblins by timing your run past them. Also, you can inhale a Goblin head as it lunges and use it as an exhaled weapon.

Kany

Kanys are crab-like creatures whose claws can really damage you. Fortunately, they're often asleep. Quickly inhale them as soon as you see them, especially if you're going to be in the water or the air above them.



Bivolt

Electric creatures that live on metal chains and posts, as well as wires, Bivolts shock you off of whatever you're climbing. Just give a quick test climb to anything that may be hiding a Bivolt to see if one appears before you climb to the top.

Sirkibble

An armored creature who throws his boomerang-like hat, Sirkibble jumps to attack, so be careful on your approach. Also, be sure to keep an eye on Sirkibble's hat—it can do damage while it's flying out and coming back.



Gabon

A coward at heart, Gabon tosses bones at Kirby. Inhale his skull helmet, and the naked Gabon will run away as quickly as his legs can carry him.

Mariel

Large spider creatures, Mariels are tricky to spot because they first appear as small black balls. Give them a minute, and they'll fully develop and start coming your way. They're strictly land-crawlers, so jump or fly over them.



I³ I³s are cubes that fall on Kirby if he's under them at the wrong moment. Time your passage to avoid I³s. Don't touch them—even once they've dropped they can still hurt you.

KIRBY 64

The Crystal Shards



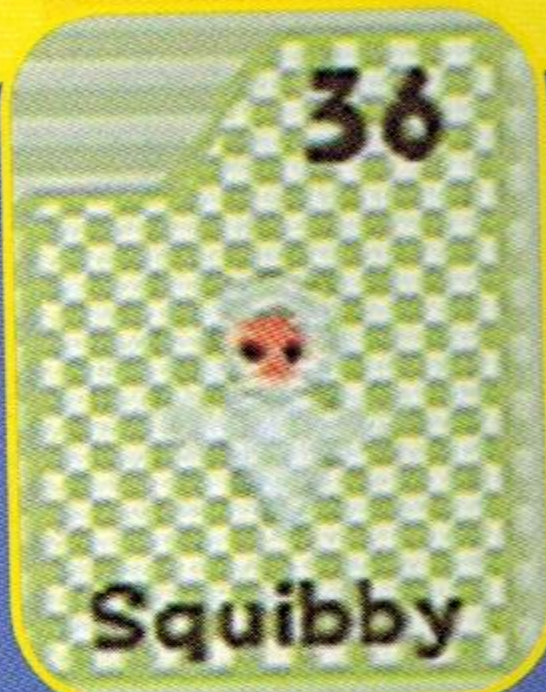
Snipper

Often found at the bottom of sand pits, Snippers jump and try to gobble Kirby up as he jumps or flies over them.



Blowfish

The name of these fish is literal. Get too close, and they will blow up, inflicting damage to Kirby. Stay away from them and inhale them, or wait until they blow up to get past.



Squibby

Aquatic by nature, Squibbys lull you into thinking they're harmless water sprites. Then they stick out three pointed coral spikes from the tops of their heads. Jump high over them and watch out when you're swimming downward—they love to lie in wait for unsuspecting swimmers.



Bonehead

Found in caves and deserts, Boneheads' simple attack is to fly over Kirby and then drop. More of a nuisance than a threat, you can easily avoid them.



Bobo

Walking fireballs, Bobos mindlessly travel back and forth over a small area. Kirby can easily avoid them or inhale them to copy their burn power.



Bo

Dark balls of smoke and ash, Bos fly and hover in many of the different worlds. They don't pursue Kirby once he moves beyond their range.



Punc

Possessing needle power, Puncs tuck themselves into balls upon seeing Kirby, then roll toward him to inflict damage. Stay clear.



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Mite

Digging up from the ground, Mites are noticeable when they start to break through the surface of the earth in front of Kirby. Avoid them with a quick jump.



Sandman

Lying low to the ground, Sandmen pop up when Kirby walks or flies near. Stay high above them, or they'll damage you as they pop up from hiding. They can't move from their location, so they don't pursue Kirby.



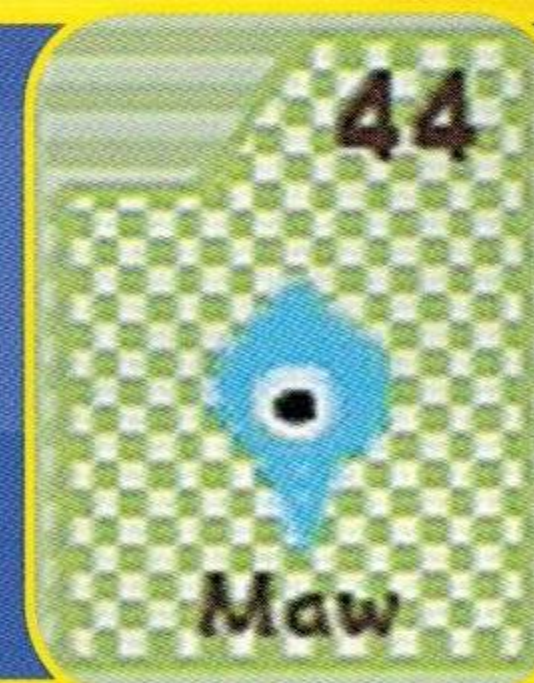
Flopper

Fish that sometimes appear out of water, Floppers pose little danger to Kirby and are more of an obstacle than an enemy.



Kapar

Kapars throw their circular boomerangs at Kirby just like Sirkibble throws his hat. Watch out—they jump up to catch Kirby, and that boomerang does damage going out *and* coming back.



Maw

Living in clouds, ice fields, and other places with hidey-holes, Maws pop out and try to chew up Kirby, just like Gloms do. Lure them out of hiding before passing or destroying them.



Drop

Looking like giant amoebas, Drops do just what their name implies—they drop from ceilings of caves. Keep an eye out for their blue outlines on the ceiling, and make sure you're not under them when they drop.

Note



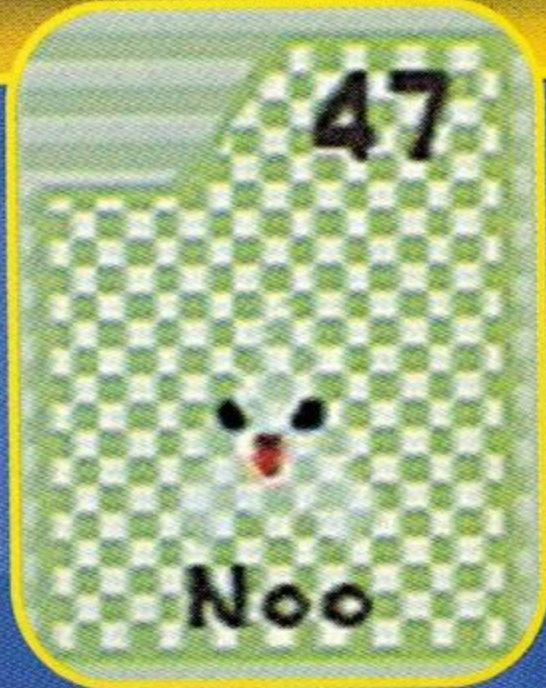
While many of Kirby's enemies chase him, virtually all of them have their own territory in which they stay. Once Kirby has passed their territory, they give up their attack and resume a patrol.

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Pedo Small, living torpedoes, Pedos live on Aqua Star and often shoot out of walls as Kirby swims by. Acro shoots Pedos out of his mouth in the fifth stage of Aqua Star.



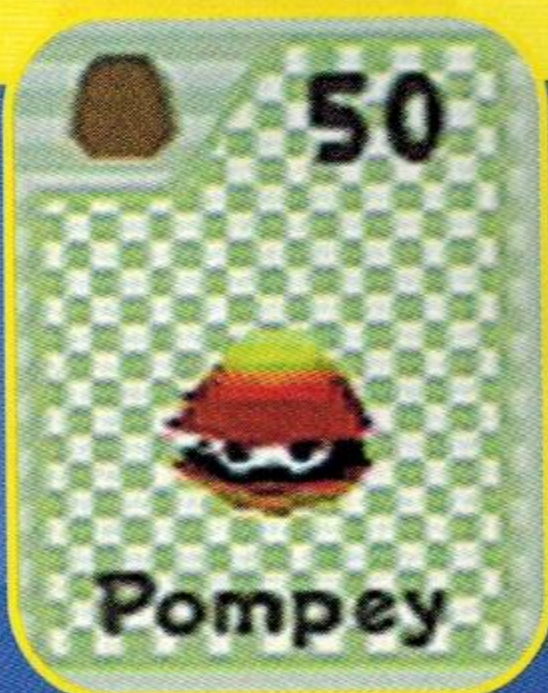
Noo Inhabitants of the clouds of Shiver Star, groups of Noos fly out of the clouds above Kirby with little warning. They're particularly damaging when they fly out while Kirby's trying to fly nearby.



Tick Although they look like smiling balls, don't let their appearance fool you. Ticks shoot a needle-like projection out of the tops of their heads whenever Kirby comes close. Use caution when flying over them, and always attack them from their level rather than from above.



Cairn Cairns are piles of three rocks that sit in one location and bounce in a series of three jumps, with the third being the highest. Be careful when throwing a power star at Cairns—they may jump up as you throw, allowing the star to pass harmlessly underneath them.



Pompey Short, squat, miniature volcanoes, Pompeys periodically shoot hot rocks that can damage Kirby. They don't chase him, so just make sure they're not about to fire before you pass them by or attempt to destroy them.

Note



Many of Kirby's enemies attack in a defensive manner by blocking thrown or exhaled objects. For example, a Pompey's rocks absorb the impact of a projectile, leaving the Pompey healthy.



Hack

An axe with legs and attitude, Hacks chase Kirby as soon as our hero enters Hack's territory. Destroy or evade him quickly.



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Burnis

Flame birds, Burnises appear in the volcanoes of Neo Star and drop hot rocks on Kirby and his friends. Jump and inhale the Burnises as soon as you see them; otherwise, you'll risk dodging their rocks on uneven footing.



Fishbone

Enemies with cutter power, Fishbones remain in one location, firing either to the left or the right, depending on where Kirby is located. You can tell they're about to fire when the red triangle gets larger and shakes. Dodge the shot and inhale the Fishbone before it can reload.



Frigis

The arctic cousins to Burnises, Frigises primarily inhabit Shiver Star and drop chunks of ice on Kirby as he walks underneath. As with Burnises, you must jump and inhale them as they fly by, rather than dodge their ice chunks on a ground filled with obstacles and enemies.



Sawyer

Sawyers—buzz saws that chase you down—can either be avoided with a quick jump or inhaled so Kirby can copy their cutter power.



Turbite

Electrical enemies, Turbites chase Kirby, zapping him with a spark once they catch him. Be extra careful when dodging or inhaling these enemies—they can fly and move very quickly.



Plugg

Of little danger when just walking around, Pluggs can hurt Kirby only when they jump up and "plug" themselves into the ground, releasing a spark that zaps anyone standing too close. They're fairly slow-moving and Kirby can easily avoid them.



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Ghost Knight

Ghost Knights present two problems. First, they try to jab Kirby with their lances if he gets too close. Second, their shields deflect nearly any attack, meaning that you must get in close and inhale them or avoid them altogether. If Kirby exhales an enemy at Ghost Knight after he swings the sword, Ghost Knight's power can be combined.



Zoos Some of the tougher enemies of the game, Zooses ride clouds, and they fire sparks and large raindrops, both of which can damage Kirby. Making matters worse, they fly higher than Kirby can jump and their clouds are invulnerable to attack. Destroying them takes skill and good timing.



Kacti

Kactis roll toward Kirby as soon as he enters their territory. They can't fly or jump, so you can avoid them with a simple hop.



Rockn

Torpedoes with spikes on their sides, Rockns shoot out of walls when Kirby passes by. Jump or duck to avoid them, and be on your way.



Chacha

A mad hula dancer armed with maracas, Chacha isn't mobile and only attacks if Kirby gets too close. Keep your distance and jump over the tiny dancer.



Galbo

Looking like a sleeping dragon, Galbo spends most of the time with his eyes closed, thinking of far-off lands. Get too close, though, and he'll wake up and send a cloud of fire breath your way. Be careful.



Bumber

Dropping from the sky, Bumpers fall slowly and pace back and forth after they land. To avoid them easily, run under them before they land.



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Scarfy

At first glance, Scarfy appears to be a gentle cat-like creature. But wait—if Kirby gets too close, Scarfy shows its huge teeth and chases him. Stay clear.



Nruff

These fast-moving creatures run back and forth in various areas of the different worlds, looking to run Kirby down. Jump and fly when you see one coming—you can't outrun it.



Emp

One of the natives of Shiver Star, Emp is scared of his own shadow and will run at the first sign of Kirby. Let him run away.



Magoos

Living in the molten rock of Neo Star, Magoos pop up as Kirby passes by, looking to scorch his pink skin. Jump over or inhale them to copy their burn power.



Yariko

Jungle dwellers, Yarikos throw spears at Kirby when he gets too close. Be very careful—Yarikos are usually perched high up on platforms where you can't see them until their spears are rushing toward you.



Flutter

Innocuous butterflies, Flutters don't harm or help Kirby in the slightest.



Wall Shotzo

Wall-mounted cannons, Wall Shotzos are particularly devastating when located far away, forcing you to time your actions in between cannonballs.



Keke

You only spot Keks flying through the cloud sky here and there.

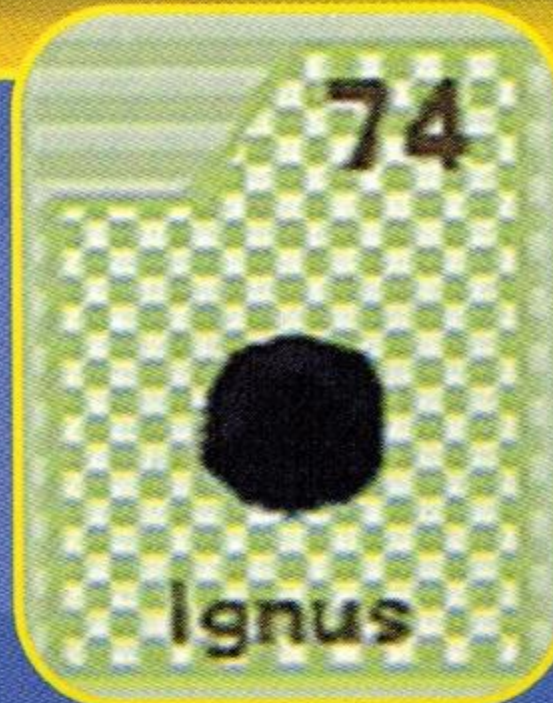
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Sparky

Bouncing bundles of electricity, Sparkys bounce right up beside Kirby and zap him unless he moves. Be careful when you're close to them because they can jump nearly as high as Kirby can.



Ignus

Nearly always teamed with Putts, Ignuses roll down hills at Kirby, crushing him if he's too slow to move. Don't touch an Ignus after he's stopped rolling—he can still damage you, just like Splinter.



Flora

Flowers that drop from the sky, Floras pose no real threat to Kirby except to inhibit jumping nearby. Run underneath them or wait until they've landed to jump over them.



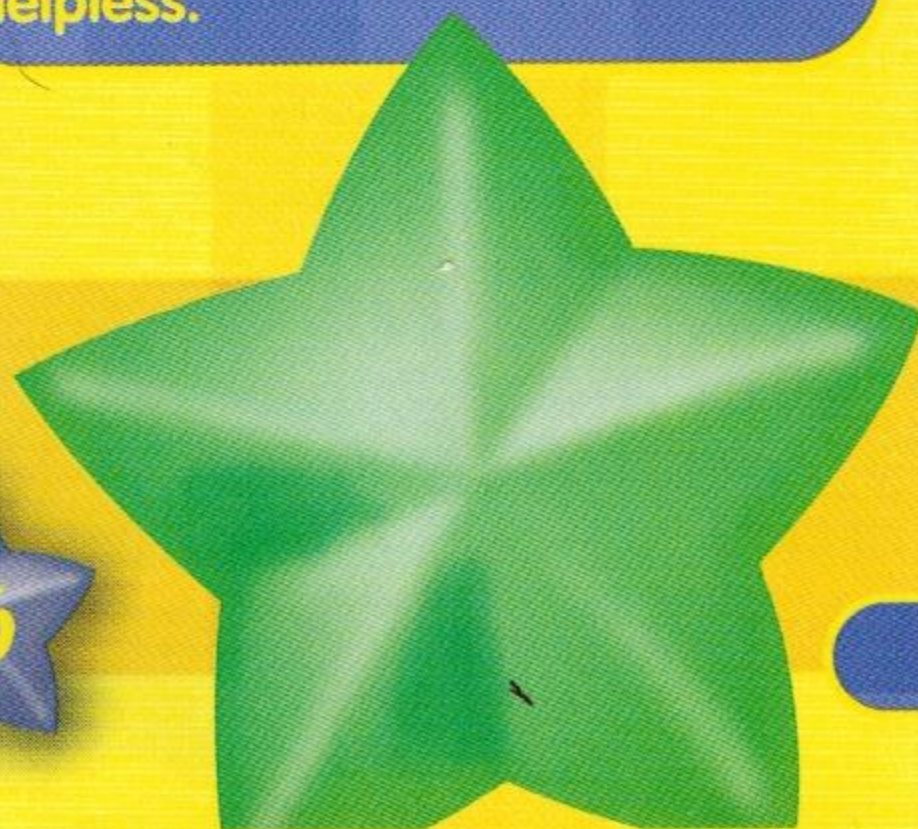
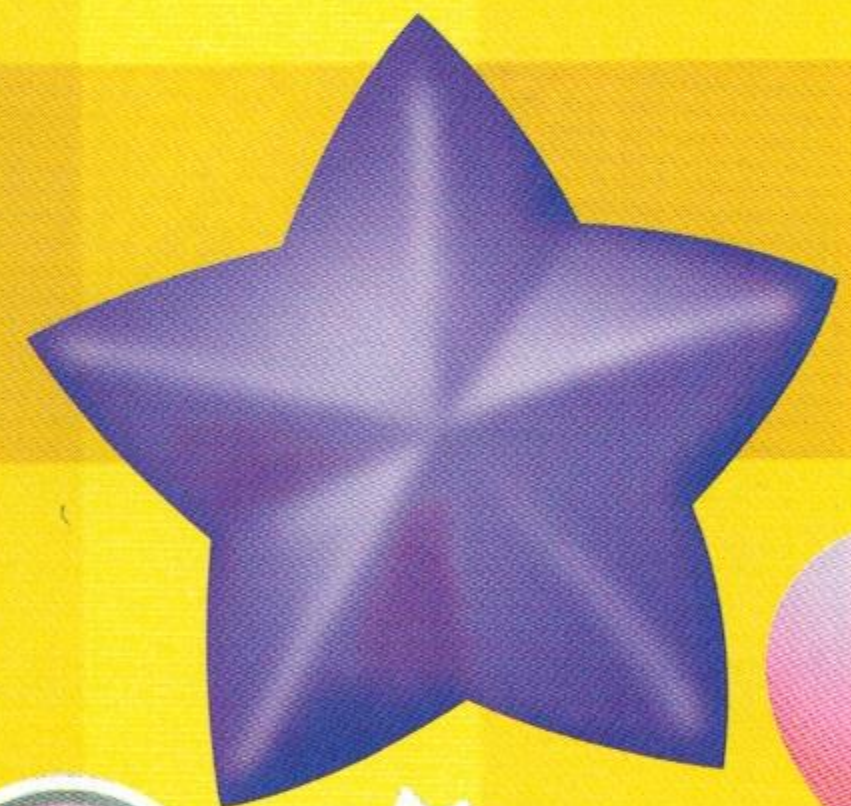
Putt

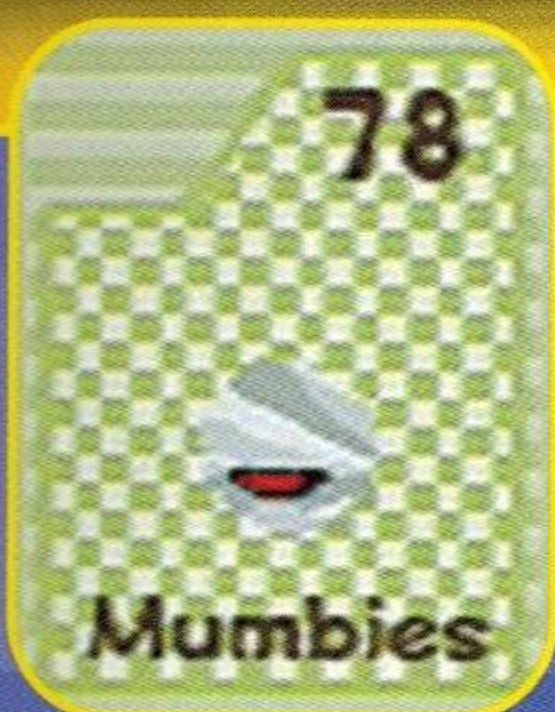
The other half of the Putt/Ignus team, Putts usually wait at the top of a hill with Ignuses and push Ignuses down the slope just as Kirby passes by. Once Ignuses are gone, Putts are helpless.



Pteran

Large flying reptiles, Pterans fly by Kirby, apparently uninterested. Make sure you keep an eye on them though. They love to fly into Kirby when he's not looking, or double back and hit him from behind.





Mumbies

Invincible floating balls, Mumbies are rarely encountered in Kirby's travels. When you do see one, quickly inhale it and use it as a weapon. It is immune to all other attacks.



Pupa

Insect-like creatures that drop from the ceilings of caves and other places, Pupae explode if you touch them. Carefully walk under them or cut the web line that holds them to the ceiling.



Mopoo

Like Noos, Mopoes live in the clouds, but they fly out from underneath Kirby as he walks or flies nearby. Be very careful when you see either a Mopoo or a Noo—they tend to hang out together and don't announce their arrival.



Zebon

Balloon-like creatures, Zebons inhale Kirby and exhale him in the direction you select. Zebons are useful for moving Kirby across long distances with little effort.



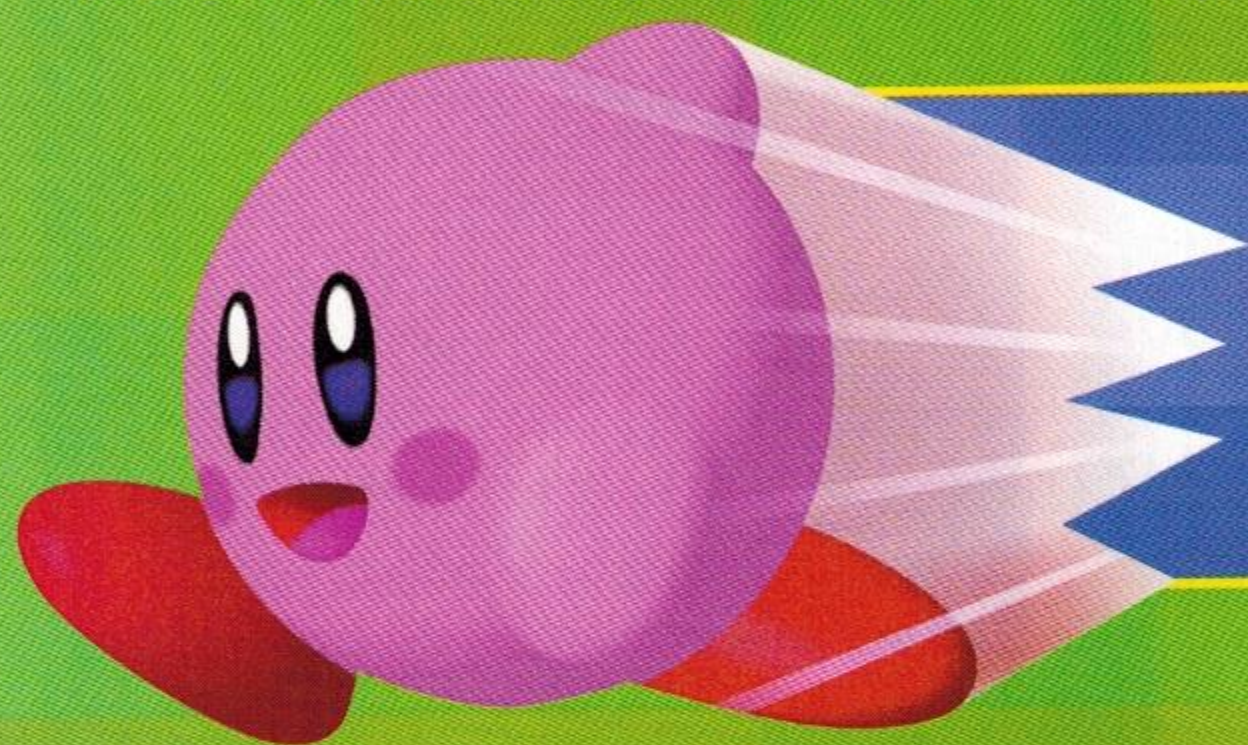
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Movement

Covering Ground

A natural athlete despite his appearance, Kirby is quite agile and even a little acrobatic. Getting around on the ground is quite easy. Simply push the + Control Pad in the direction you'd like Kirby to move. Double tap the direction to get Kirby up to running speed, indicated by the small cloud of dust he kicks up when he begins to run.



When you run, you move faster than all of your mobile enemies. Be sure to practice running early. You don't want to find out you're a little shaky at running when Kirby's facing one of the final bosses.

Another skill you should practice early is sliding. Just press (A) and ↓ at the same time and you'll slide in whatever direction Kirby was previously facing. While it sounds kind of silly, sliding into opponents and obstacles is a very effective way to destroy them without taking damage.

During the game, you frequently need to get Kirby up on floating platforms. Don't worry about jumping to them—just press ↑ to push Kirby up and through the platform (there are advantages to being full of gas). Be careful though—if you're on a platform fighting an enemy and you duck, you'll pass right through the platform again, going down.



Taking to the Air

Kirby's a gifted high jumper. Quickly tap (A) to make Kirby do a quick jump. The jump increases in height the longer you hold (A). (Kirby's jumping commands apply to King Dedede as well.)



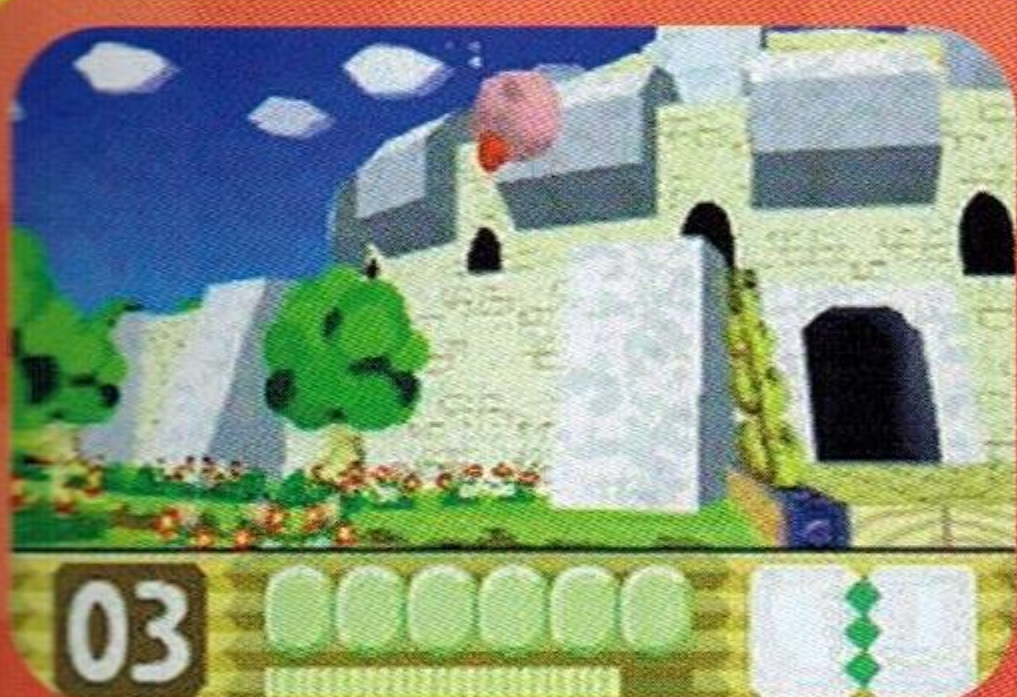
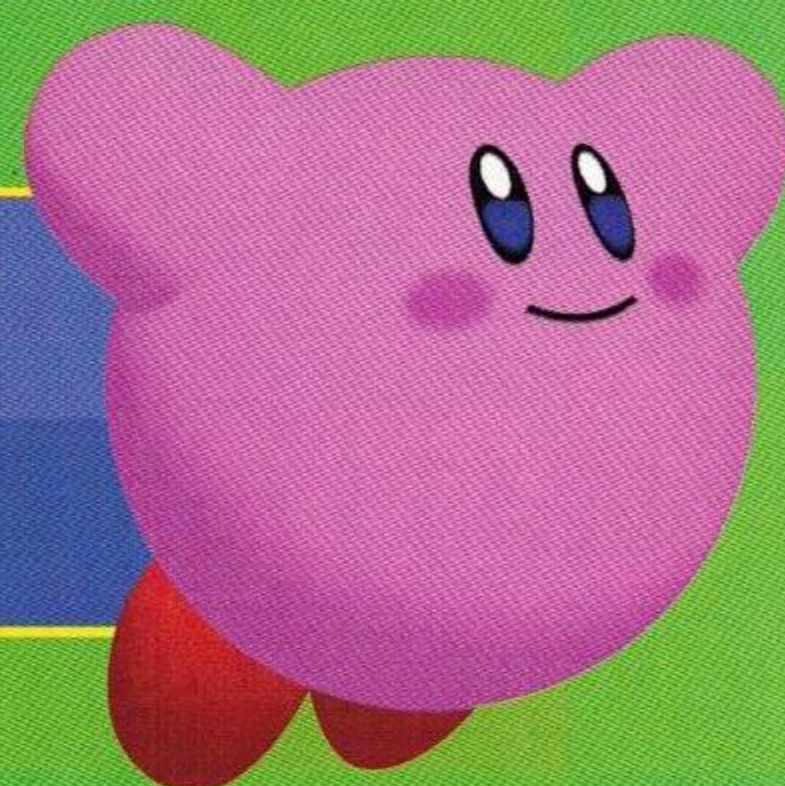
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Getting Around Kirby's World



Once Kirby has jumped into the air, press **(A)** repeatedly to make him inhale more air and fly.

Be alert. Kirby can only hold his breath for so long before he starts to sink and finally falls back to the ground. Be sure he's not over an enemy when he falls; otherwise, Kirby takes damage.



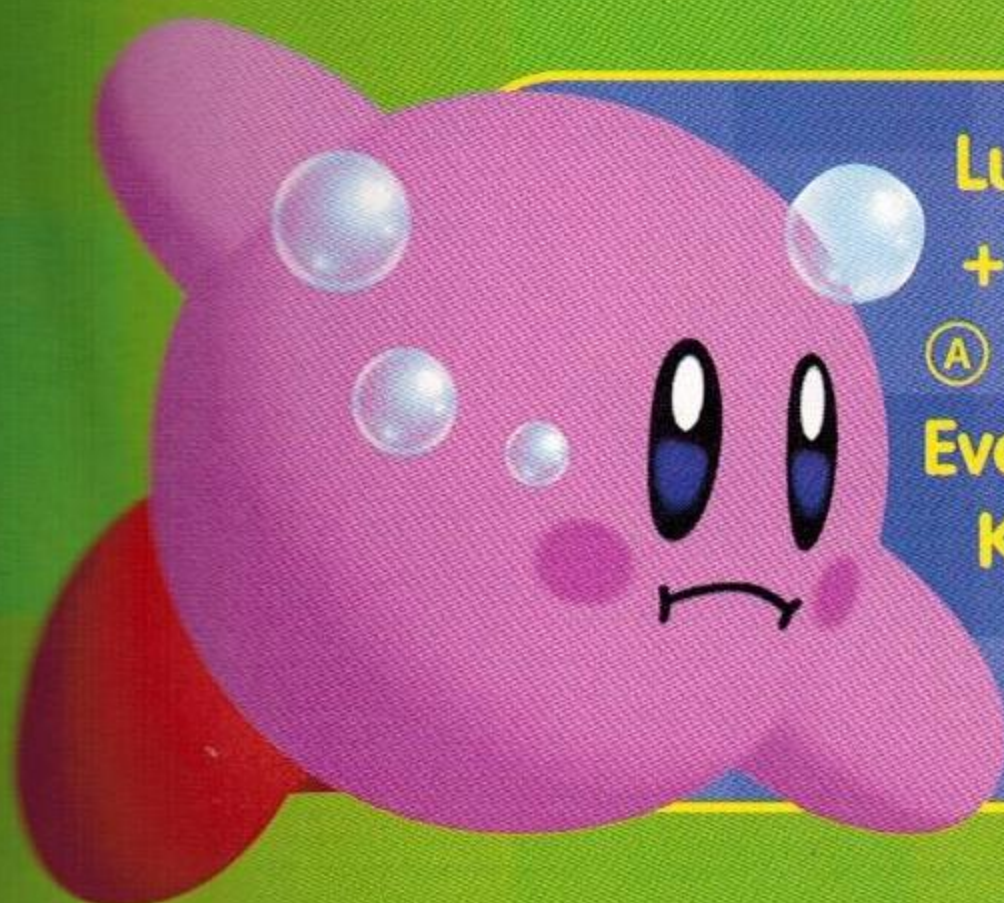
The bubbles mean Kirby's about to fall from the sky.

During Kirby's flight, pressing **(B)** causes him to exhale and drop to the ground. This maneuver can be used as an attack (more on that later), but it can also be used during flight to survey the ground below for enemies or lengthen flying time.

For example, if you must fly a long distance to the right, fly Kirby up and toward the right. Then, while continuing to press **→**, press **(B)** to exhale, dropping Kirby like a rock. He falls, but he keeps moving to the

right. Before he hits the ground, press **(A)** repeatedly again to lift Kirby back into the air. This technique virtually doubles the amount of time you can stay airborne.

Taking to the Sea



Luckily, Kirby can breathe under water. While submerged, the **+** Control Pad steers Kirby, and **(A)** makes him swim upwards. **(A)** also makes him fly once he breaks the water's surface. Even if you swim Kirby up from a great depth by pressing **(A)**, Kirby's flight "counter" (his flight time before he runs out of breath) begins when he reaches the water's surface, not when he's swimming upwards under water.

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Hitching a Ride

Occasionally, Kirby catches a ride with Waddle Dee. In the boat, the mine car, and the toboggan, you must jump to avoid obstacles. Again, the **(A)** button causes Kirby and Waddle Dee to jump.



Jumping while traveling with Waddle Dee is easy. Just wait for the "!" to appear above his head.

Combat

Not everyone Kirby meets during his adventures is anxious to help him. Some characters just sit in the way and others actively attack Kirby. Luckily, our pink hero has a warrior's soul and knows many ways of defending himself and attacking his enemies.

Inhale Your Worries Away



The most common defense in the game is Kirby's inhale power. When you press **(B)**, Kirby inhales, filling his mighty lungs with air.

If an enemy is nearby when Kirby

begins to inhale, the enemy is sucked in with the air.

Once Kirby has inhaled an enemy, you have three choices—exhale, throw, or swallow. Also, be careful while you're holding an inhaled enemy. Kirby can't fly or jump as high when he's carrying an enemy or object inside.



Going, going...



...gone.



Prima's Official Strategy Guide

Getting Around Kirby's World



03

Out again. Kirby exhales a Sparky.

Exhaling an enemy by pressing **B** renders that enemy powerless, and it is destroyed as soon as it hits an obstacle.

Throw an enemy by pressing **R** or **L** after Kirby has inhaled. Kirby lifts the enemy over his head, throwing it when you press **B**.

Alternatively, you can press **R** or **L** again to throw the enemy straight up. You can use this as an attack with rather devastating effects.



Note

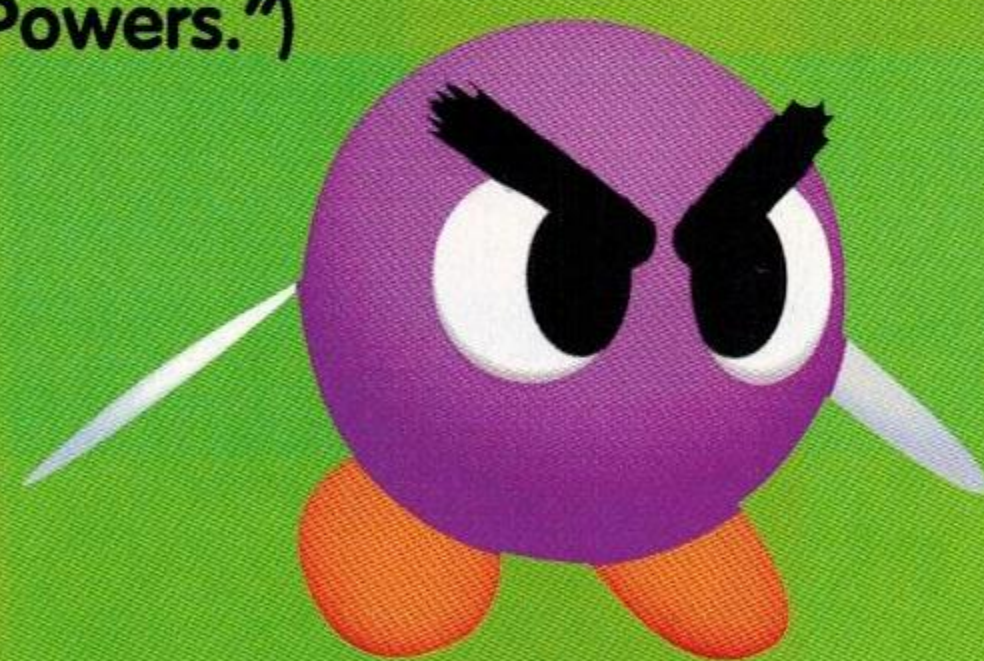


Kirby can also exhale, throw, and swallow power stars, combo stars, and any other object he can inhale in the worlds.

Kirby's final choice after inhaling something is to swallow it by pressing **↓**. If the enemy or object has no power, swallowing the object is the end of it. If the enemy has a power, however, Kirby copies that power and can use it in attacks. (See "Kirby's Special Powers.")

Fighting the Big Bosses

Remember, Kirby didn't get to be the hero of millions by rushing willy-nilly into skirmishes with the big bosses. More than half the battle is using common sense and patience. Kirby's tough, but he can't stand up to the punishment bosses can dish out. What he (and you) can do, however, is outthink them at every turn, fighting them with your brain and Kirby's (somewhat limited) brawn. With this combination, Kirby can't be beat.



KIRBY 64

The Crystal Shards



In addition to Kirby's regular powers, *Kirby 64* allows Kirby to copy and to combine special powers he finds during his adventures.

The game's tutorial gives a quick demonstration of how to copy and combine the seven powers Kirby encounters. To recap, inhaling and swallowing an enemy with a special power gives Kirby a copy of that power. In addition, Kirby creates a combo star in the following ways: By throwing a powered enemy at another powered enemy; by throwing a power star (the form a power takes after Kirby has swallowed it) at another enemy; by inhaling and swallowing two powered enemies; or by exhaling a powered enemy at another powered enemy. Inhale and swallow the combo star to gain the combo power.

The special powers in *Kirby 64* are both useful in gameplay and fun to experiment with. Here's a quick rundown of what powers Kirby can possess during the game.

Single Powers

Although they may not be as powerful as the combined powers, don't forget to use single copied powers. Sometimes they're all the extra help you need. Access special powers by pressing **B**.

Burn



Kirby transforms into a small fireball capable of destroying his enemies.

Stone



Kirby transforms into a small boulder that can walk. Press **B** again, and his stone covering explodes, destroying any nearby enemies.

Ice



Kirby fires a ray that freezes nearby enemies in a block of ice. Walk into the frozen enemies to push them away.

Needle



Kirby shoots out spikes. If you use this while jumping or flying near an enemy, Kirby will angle himself so that he falls and fatally pins the enemy to the ground.

Bomb



Kirby tosses small bombs. Hold **B** longer to throw the bombs farther.

Spark



Kirby gives off an electrical aura that zaps any nearby enemies.



Prima's Official Strategy Guide

Kirby's Special Powers



Cutter

Kirby tosses part of himself as a small boomerang. Be careful—Kirby can't jump as high or fly while the boomerang is out.

Tip



Many of Kirby's special powers—both single and combined—can be used for defense as well as offense.

Combined Powers

This is where the real fun begins. Kirby can combine any two powers, including two of the same power, to form a totally unique power. Try them all.

Note



In the remainder of the book, combo powers that use two of the same powers are referred to as "super," such as two combined cutters resulting in a super cutter power.

Burn+Burn



Kirby forms a giant flame bird that streaks across the sky, destroying all enemies in its path. Be careful where the power quits, though. You don't want to fall into an enemy or a dangerous surface.

Stone+Stone



Kirby takes the shape of a giant boulder. He can still walk and jump a little distance, but his most spectacular power is his explosion when you press **B**.

Ice+Ice



Kirby forms a giant snowball that engulfs all enemies as it rolls along. When Kirby hits an obstacle or you press **B**, the snowball explodes, destroying all the trapped enemies.

Needle+Needle



Kirby shoots out all kinds of sharp stuff, from a bumblebee stinger to a compass point and a cactus. This super power is very effective against large groups of enemies.

Bomb+Bomb



Kirby fires homing rockets from his mouth. He fires from one to three rockets, depending on how long you hold **B**.

KIRBY 64

The Crystal Shards



Spark+Spark



By meditating, Kirby surrounds himself with a giant ball of electricity that no enemy can withstand. The ball shrinks a little when Kirby walks with it, so be careful.

Cutter+Cutter



The small boomerang is replaced by a giant boomerang with saw-like teeth, which rips through the ground, walls, and enemies. It's very effective at clearing out enemies in your way.

Note



No matter what the order of the two combined powers, the outcome is the same. For example, both a stone + burn and a burn + stone result in the volcano power.

Burn+Stone



Kirby transforms into the world's smallest active volcano, shooting out lava rocks at his enemies.

Burn+Ice



Kirby becomes a giant ice cube that immediately melts and vaporizes.

Burn+Needle



Kirby transforms into a bow that shoots flaming arrows. The arrows go farther the longer you hold **B**.

Burn+Bomb



Kirby shoots off fireworks from his body. The longer you press **B**, the more fireworks he sends out.

Burn+Spark



Kirby pulls out a piece of cellophane and rubs it on his head until he catches fire. Once he's on fire, he runs back and forth, destroying his enemies.

Burn+Cutter



Kirby spits out a flaming sword that he can use against enemies and obstacles. To put the sword away, press **↑** then **B**.



Prima's Official Strategy Guide

Kirby's Special Powers

Ice+Needle



Kirby turns into a giant ice crystal, destroying any enemy that's too close to his pointy spikes.

Ice+Stone



Kirby takes the shape of a curling hammer, great for moving across large areas filled with enemies.

Ice+Bomb



Kirby is coated with snow, forming a snowman with a fuse burning at the top of his head. When the fuse burns out, he explodes, destroying nearby enemies and obstacles. Ice + bomb will also explode if Kirby runs and jumps into an enemy.

Ice+Spark



Kirby changes into a refrigerator and throws frozen food at his enemies.

Ice+Cutter



Kirby straps on his ice skates and skates across the landscape. Press **A** while he's skating to see a world-class jump.

Needle+Stone



Kirby turns into a giant drill that can fire off drill bits that bore through walls and enemies.

Needle+Bomb



Kirby becomes an exploding ball of spikes.

Needle+Spark



Kirby becomes a short lightning rod that fires off a bolt of electricity, zapping enemies who may have wandered too close.

Needle+Cutter



Kirby's normally stubby arms turn into giant jaws with teeth that snap shut on enemies.

KIRBY 64

The Crystal Shards



Stone+Bomb



Like the single bomb power, Kirby tosses dynamite. Be very careful though. The explosions are very large and can damage Kirby unless he's far away. Press ↓ to make Kirby put on the helmet and avoid the explosion.

Stone+Spark



A giant electrified boulder swings out from Kirby and circles around as he moves, destroying all enemies. Press B to make the rock explode.

Stone+Cutter



Kirby quickly sculpts a stone statue of one of his six different friends. Each statue has its own unique power. For example, the mouse can double jump better than Kirby can, and the owl can fly. Press B while Kirby's in the sculpture form to explode the sculpture's exterior, destroying nearby enemies. Kirby is invulnerable while he's inside the sculpture.

Bomb+Spark



Kirby becomes a small light bulb, burning brightly. Eventually, he burns too brightly and explodes, destroying nearby enemies.

Bomb+Cutter

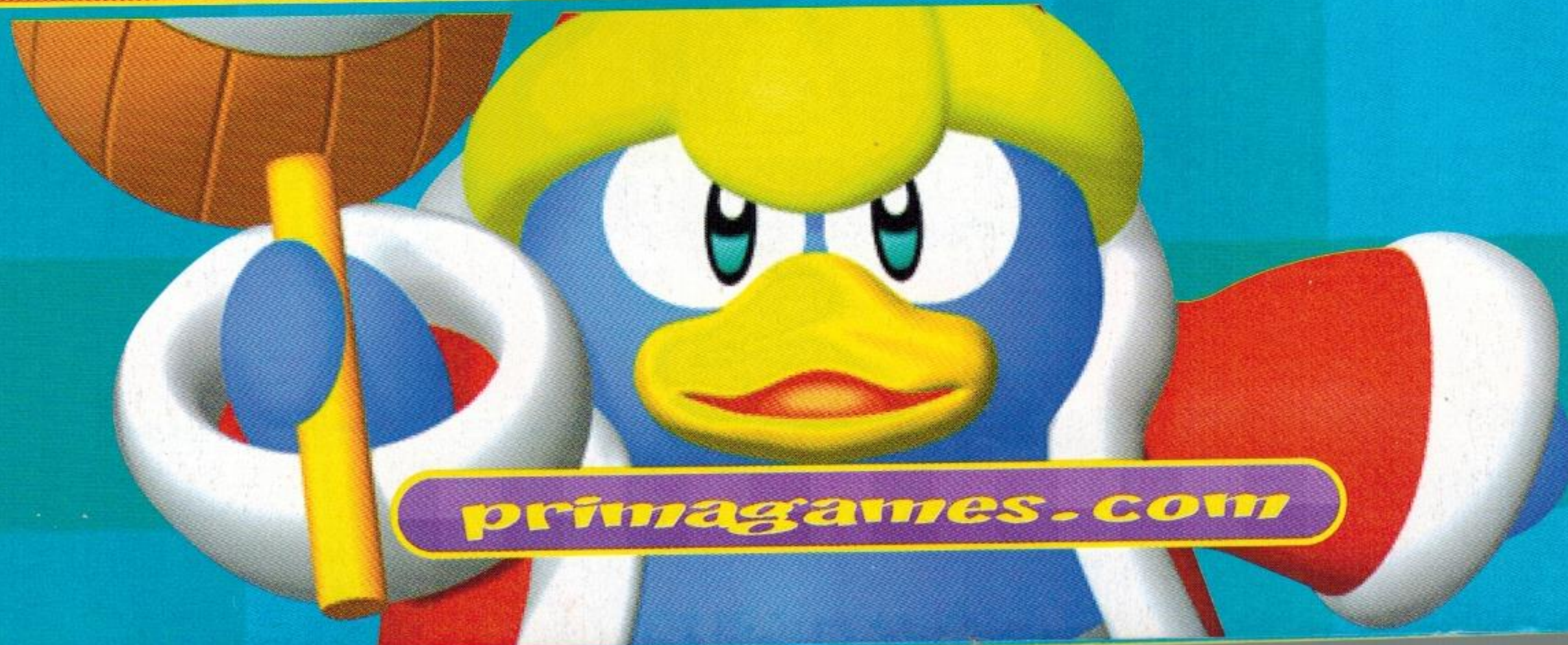


Kirby launches exploding throwing stars at his enemies and obstacles.

Spark+Cutter



Kirby uses a double-bladed light sword—a very cool weapon. Press ↓ to turn it off.





Prima's Official Strategy Guide

The Mini-Games/Bonus Game

Tip



The main quest of finding all 100 crystal shards isn't the only one in *Kirby 64*. There are four Mini-Games to test your skill.

Kirby 64's three main Mini-Games can be selected from the Options menu at the game's startup. These Mini-Games have four difficulty levels—easy, normal, hard, and intense.

Although many players wait and play the Mini-Games after they've played the rest of the game, you may want to try playing them first. That way, you become familiar with how Kirby moves, as well as how to pace and space his movements during gameplay.

100-Yard Hop

Mini-Games



100-Yard Hop

It's a race to the finish! To win, give it your best hop!

It's a simple jumping contest between you and three friends (or three computer-controlled characters).

Choose your characters!



How to play
Hop 1 Space Hop 2 Spaces

The instructions are simple—B makes your character hop one space; A makes the character hop two spaces.



Things get complicated from here. There are all sorts of obstacles on the path, from puddles to frogs, lily pads, and straw-covered pits.



Remember to space your jumps to avoid the obstacles. If you hit one, you lose time to your opponents and end up running behind them. In the intense difficulty level, don't jump on the lily pads—they sink as soon as you land on them.

Bumper Crop Bump

Mini-Games



Bumper Crop Bump

Catch the falling crop! Bump your way to a full basket!

Time to catch the falling harvest. Kirby and his friends must jockey around one another to collect food in their baskets. Whoever collects the most wins.

KIRBY 64

The Crystal Shards



How many players?

Human:

One

COM:

Three

Bumper
Crop
Bump

How to play

Bump

Move

Again, the instructions are easy—move right and left to position yourself under the falling crop. Bump other players by pressing **A** when you're beside them.



Hurry! The crop is falling, and everyone's trying to collect it faster than you. Begin the game near the edges of the screen, where you can collect uninterrupted. Collect as much as you can, and try to prevent others from collecting the crop.



By the intense level, you're in the clouds, collecting gems as they fall from a rainbow. In all the levels, watch out for crops with burning fuses—those are bombs that blow up and knock you out of the game for a few seconds.

Checkerboard Chase



Mini-Games



Checker
board
Chase

Chase down your
opponents! Get the
drop on them to win!

Kirby and friends are on checkerboards in the sky. Unfortunately, everyone is trying to make everyone else drop to the ground below.

How many players?

Human:

One

COM:

Three

Checker
board
Chase

How to play

Drop
Blocks

Move

Playing is simple—move around using the directional pad, and press **A** to send out a bolt that drops the blocks underneath your friends.



Pressing **A** sends out a bolt that drops the entire row of blocks in whatever direction you're facing. Always be aware of where the other players are during the game; otherwise, they'll sneak up on you.



Prima's Official Strategy Guide

The Mini-Games/Bonus Game



As the game continues, the outermost rows turn gray and drop, shrinking the playing field. Don't be on them when they fall—that counts as a drop against you.

The Bonus Game



At the end of every stage you complete, you get a chance to play the Bonus Game. Set at the picnic lunch Kirby's friends are holding, the Bonus Game allows you to gather health, stars, 1-ups, or Enemy Info cards.



To play, press **A** when Kirby is looking at the object you want. When he stops looking back and forth, he begins to swing his arms, preparing to jump.

If you want Kirby to jump a long distance, press **A** when his arms are behind him. If you just want Kirby to jump a short distance, press **A** when his arms are in front of him. You can adjust Kirby's jump distance by pressing **A** when his arms are in different positions.



Once Kirby jumps, it's all or nothing. If you miss, he sheds a few tears, and you move to the next stage no matter what.

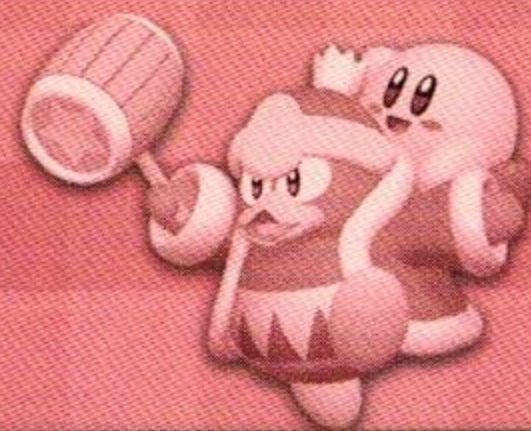
Once Kirby jumps, it's all or nothing. If you miss, he sheds a few tears, and

If you land on what you were aiming for, congratulations—you keep whatever you grab.

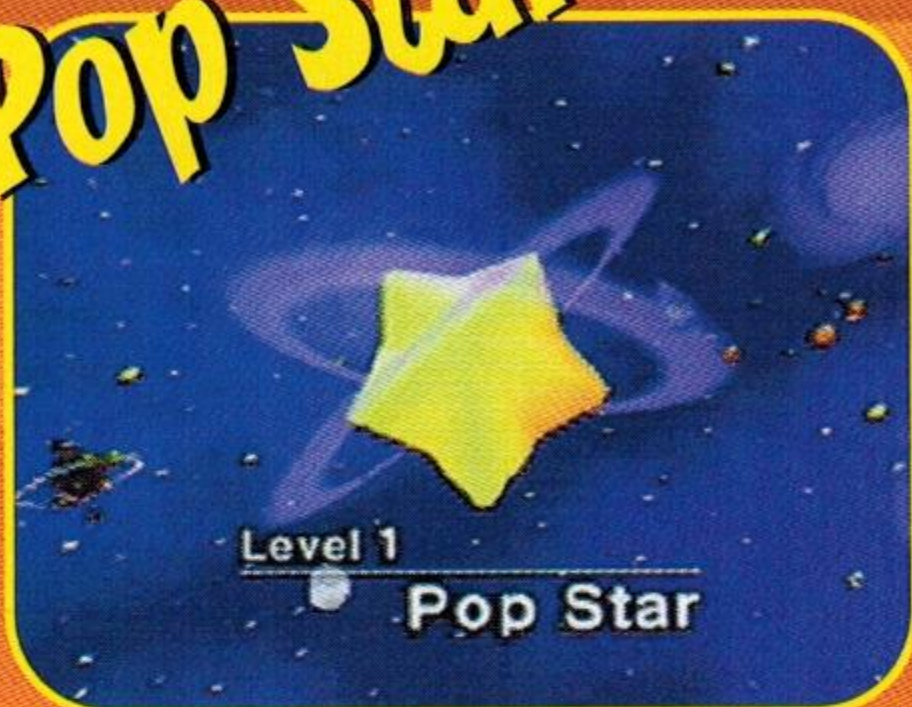


KIRBY 64

The Crystal Shards



Pop Star



The first of the worlds you visit, Pop Star is home to Kirby and all of his friends.



You start your game on Pop Star with a fairly simple adventure. There are three shards in the first stage.



Pick up the star to your left and then head to your right. Watch out for enemies along the way. Either toss them or copy their powers. From the very beginning of the stage, you can combine a cutter and a burn, two burns, or a burn and a needle for great combo powers.



Watch out for a Sirkibble along the way. He likes to take the high spots so he can throw his hat at you.



Continue along, and remember to destroy crates to find more stars.



Things can get crowded even here on Pop Star. In scenes like this, it pays to have a combo power ready.



Cross the stream and continue moving through your enemies. You'll find a Punc, Bronto Burts, and more Sirkibbles ahead.



You soon come across your first crystal shard. Jump up and grab it. Ribbon appears and thanks you for finding it.



Destroy the Glunks and Bronto Burts, and cross the stream to continue your journey.



Prima's Official Strategy Guide

Pop Star



Pick up the tomato and enter the log cabin.



Time to fight the giant N-Z. Smaller N-Zs appear as you enter the cabin. If you don't have any special powers, inhale the young N-Zs and exhale them into the larger one. If you have a combo power, use it to defeat them all.



After defeating the N-Zs, continue out the cabin door and back onto the trail.



Before too long, you come to a series of two Shotzos on top of crates. Be careful when destroying a crate. The Shotzo falls as soon as the crate is gone, even if you're under it. Grab the cake if you need it.



Continue, climbing over the obstacles, and get the three stars above the stream.



Notice the platform that the stars hang above—it's black, the color of the bomb power.



Go back to your left and inhale the Poppy Bros. Jr. you passed earlier. Return to the platform in the stream.



With the bomb power, position yourself to throw a bomb on the platform.



A crystal shard is hidden under the platform. Grab it and be on your way. You can head back to the left and renew your combo powers if you want to.

KIRBY 64

The Crystal Shards



On the other side of the stream, quickly grab the tomato, then inhale the Poppy Bros. Jr. if you don't have any combo powers.



Uh-oh! Waddle Dee has discovered a shard, but the Dark Matter has found him. Kirby must now battle his best friend.



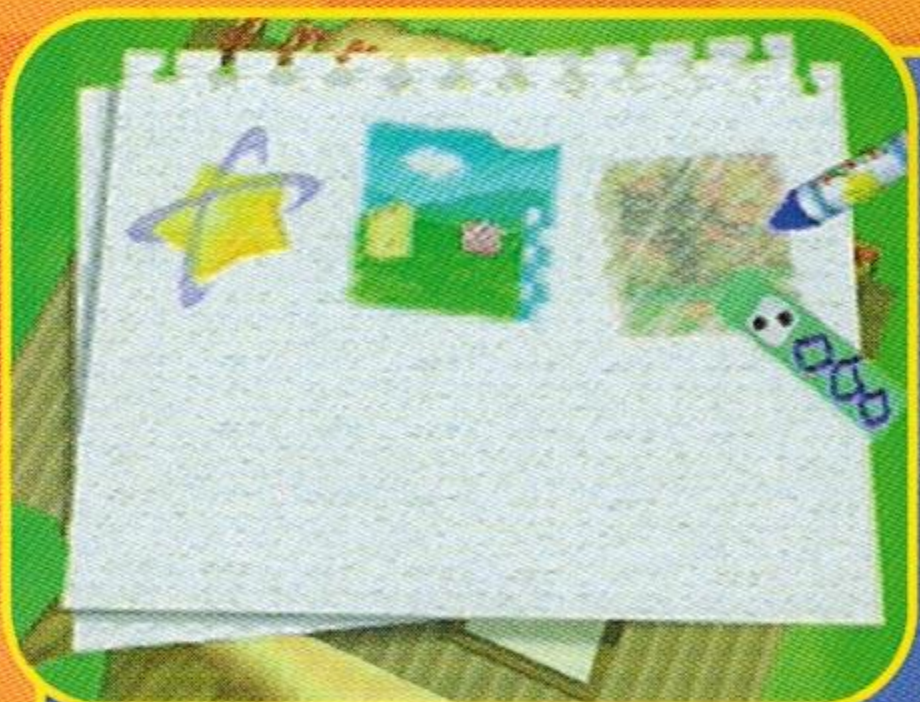
Dodge Waddle Dee's attacks by jumping or flying over him as he charges. When he falls and drops his stars, quickly inhale them and exhale them back at him. After a few hits from the stars, the Dark Matter in Waddle Dee is defeated.



Once the Dark Matter is gone, the shard appears. Jump up and grab it. Ribbon once again thanks you for your efforts.



The stage completed, it's time for a picnic. Point Kirby in the direction of what you need and jump.



Time for the next stage. You've got three shards to locate.

Tip



However you were powered at the end of the previous stage is how you appear at the beginning of the new one. Be ready—a Poppy Bros. Jr. waits just ahead.



Continue along the path—this is a very busy forest. You can either destroy your enemies or avoid them. They rarely chase you very far.



Prima's Official Strategy Guide

Pop Star



You may want to power up with some of the stone power from the Cairns along the trail. Just ahead, a tomato lies at the top of three wooden platforms. Grab it if you need it.



You soon come to three tree trunks with crates, Gordos, and goodies. Destroy the crates, and the Gordos will float away, allowing you to collect the stars and a sandwich.



Continue along, dodging or destroying the Cairn and Sparky, and enter the tree trunk.



Inside the tree, fight off your enemies and jump onto the wooden platforms with colored rings on them. Pass through them.



Move carefully; Pupas are waiting as you fly to the second level.



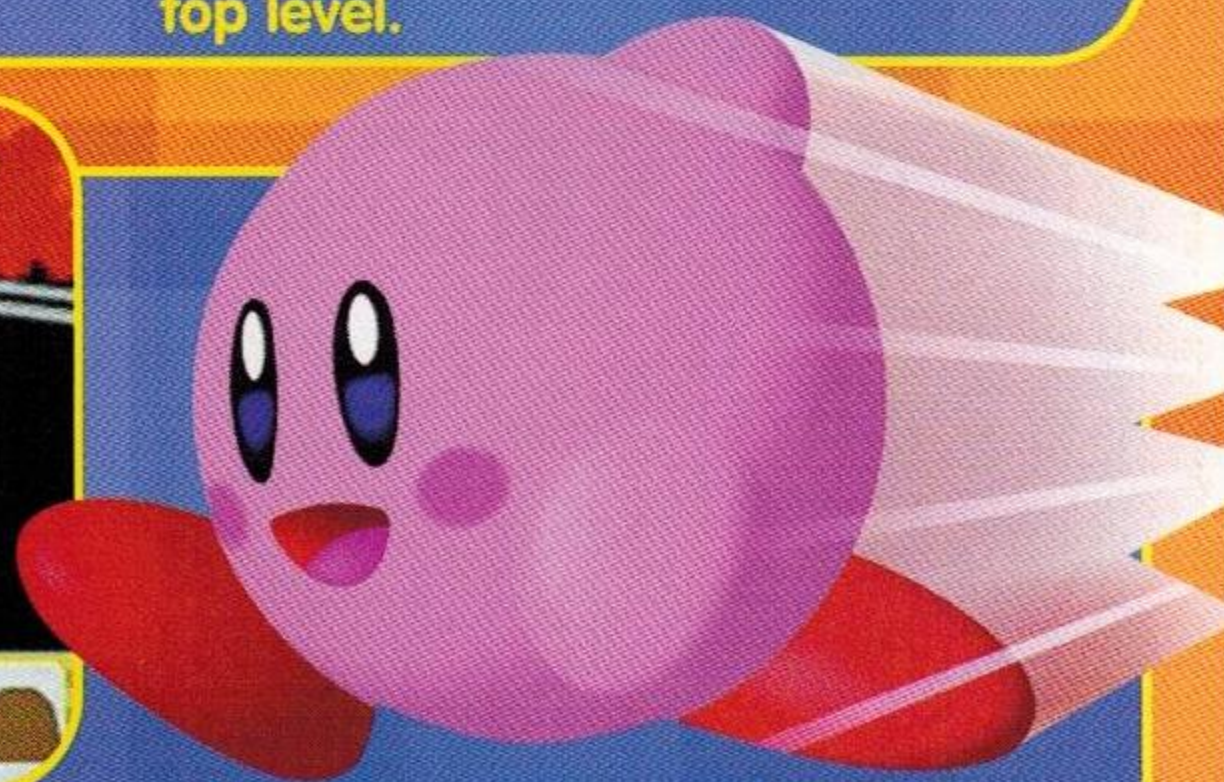
Continue to the top level and fly to the very top of the tree to gather the stars above it. Exit the tree through the door on your right, either dodging or destroying the Chilly and Poppy Bros. Jr. on the top level.



Outside, Waddle Dee is waiting to get you to the next area via his tree car that swings high above the ground. Jump on the platform of the car.



Gather as many stars as you can as you ride along, but be careful. If you fly, the car continues to move forward, and you have a tough time catching up. It's best to gather stars with a series of jumps from the car.



KIRBY 64

The Crystal Shards



03 should just have enough air to land on the car again.

Some very skillful flying is needed when you see the line of three stars in front of the car—a shard floats below the stars. Wait until the car passes the stars, fly down to the shard, grab it, and you

Once your ride is over, you end up in another tree, this time with Glunks shooting down from above. There is a load of stars in the middle of the tree.



03 Fly up (or use your combo power if you can) and destroy the left-most and center Glunks. You need the center of the tree clear.



03 Once the center is clear, fly down the center, landing on the side of the hole. Grab the 1-up and the tomato if you need it, then drop through the hole.



04 You've landed in the lair of Big Bouncy. Quickly inhale the smaller Bouncys as they appear, jump, and exhale them at Big Bouncy. It doesn't take many to beat it. The fight goes even quicker if you have a combo power.



04 Big Bouncy goes boom.



04 Once Big Bouncy is gone, the next shard appears in the center of the room. Grab it and head through the door on the right.





Prima's Official Strategy Guide

Pop Star



Uh-oh! Dark Matter has taken over Adeleine. You're in for a real battle now.



Adeleine starts by throwing her versions of your enemies at you, so be ready. A quick inhale and exhale and they're gone.



Next, Adeleine paints a mutant Galbo that fires ice chunks. Avoid its jumps and inhale the chunks of ice it throws at you. Exhale them back at it to destroy it.



Next comes the mutant Mumbies. Avoid its rampages and inhale the smaller Mumbies it creates, exhaling them at the larger one.



Once the eyeball is gone, Adeleine herself attacks. Just hit her once, and the Dark Matter leaves her.



Pick up the shard left over from the battle, and the artist will join your quest.



Go through the picnic and get what you need, then head to the next stage. You've got three shards to locate.

KIRBY 64

The Crystal Shards



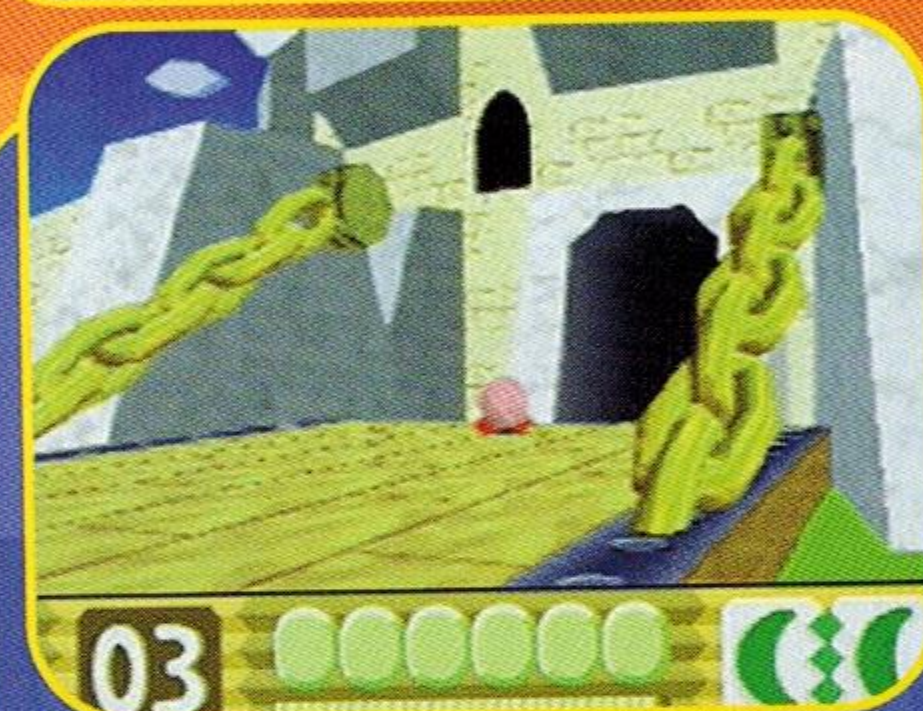
You find yourself outside of King Dedede's castle. Walk to your left to grab a star, then head to your right.



Continue to your right, remembering to destroy all the crates you see to get the stars inside.



Along the path, you run into Sirkibble a couple of times. Get a double dose of cutter power from him. Continue along the path, using the super cutter power as you go.



Enter the castle.



In the entry hall, destroy the Ghost Knights with your super cutter power.



Go through the ballroom, destroying Bronto Burts and Sir Kibble with your super cutter power. Be careful—part of the floor slides across the room, carrying you on it to the other side. Enjoy the ride, but be ready. Sir Kibble is waiting for you.



Next, in one of the castle's many towers, destroy the crates to get to the stars below you. Then fly to the top of the tower, avoiding the Gordos along the way.



Fly out of the top of the tower and walk to the left. A tomato waits there if you need it. Turn and continue to your right, taking out Sir Kibble and the Bronto Burts along the castle's wall. Go past the hole, grab the sandwich, and return to the hole.

Tip



You can avoid all the Gordos in one flight by beginning on the left side of the tower as soon as the bottommost Gordo moves away from the left wall. Make one flight straight up to avoid them all.



Prima's Official Strategy Guide

Pop Star



04 Use your super cutter power to destroy the section, then go below and grab the crystal shard. Exit the tower through the door on the right.

Jump down the hole in the castle wall and land on the floor with a green section in it. Use your super

Note

The section of floor is dark green, meaning you need super cutter power to cut through it.



04 In the next room, you find Adeleine. Depending on your needs, she paints you food, a 1-up, or something else. Take what she offers and continue to the right.



05 Through the door, you find yourself on a large circular staircase leading up. Climb the stairs, collecting stars and destroying enemies as you go.



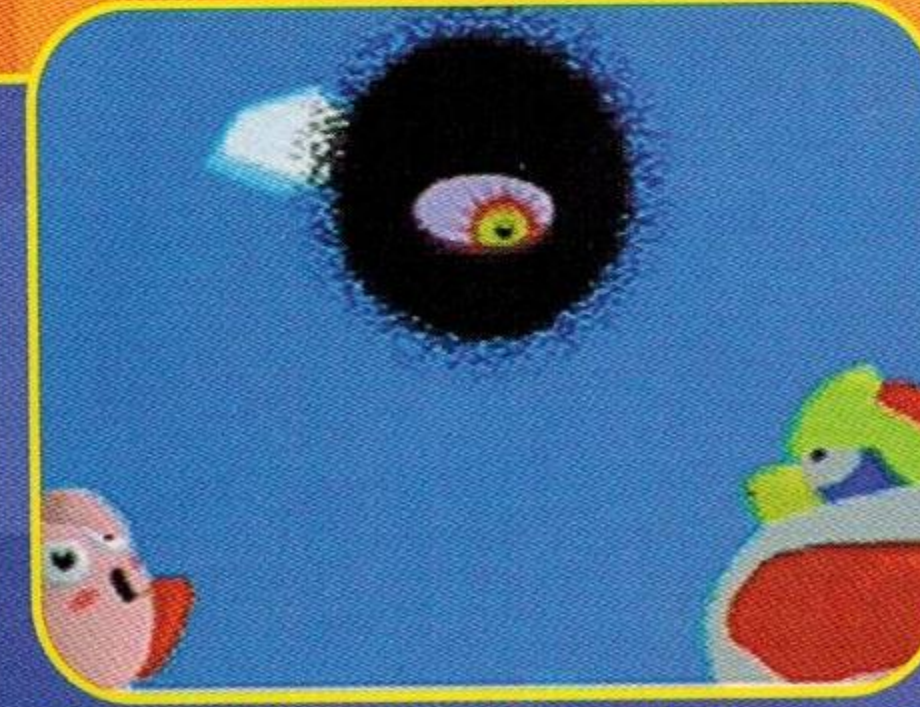
07 After the first curve of the staircase, look back the way you came. There's a shard above the doorway you came in.



07 Run back down the stairs, fly up, and grab that shard. Once you've gotten it, continue climbing the staircase, and climb the chain at the top.



05 On the second level, follow the pathway around until you find the chain with light coming from above. Ignore the other chains. Bivolts live on the chains and zap you if you climb them. Climb through the roof.



Uh-oh! Ignoring Kirby's warning, King Dedede picks up the shard and is taken over by the Dark Matter.

KIRBY 64

The Crystal Shards



The battle is pretty easy if you still have your super cutter power. If you don't, don't worry. King Dedede gives you plenty to inhale and exhale.



King Dedede goes through two manifestations with the Dark Matter. In the first, he uses his hammer and knocks loose stars, which can then be inhaled and exhaled.



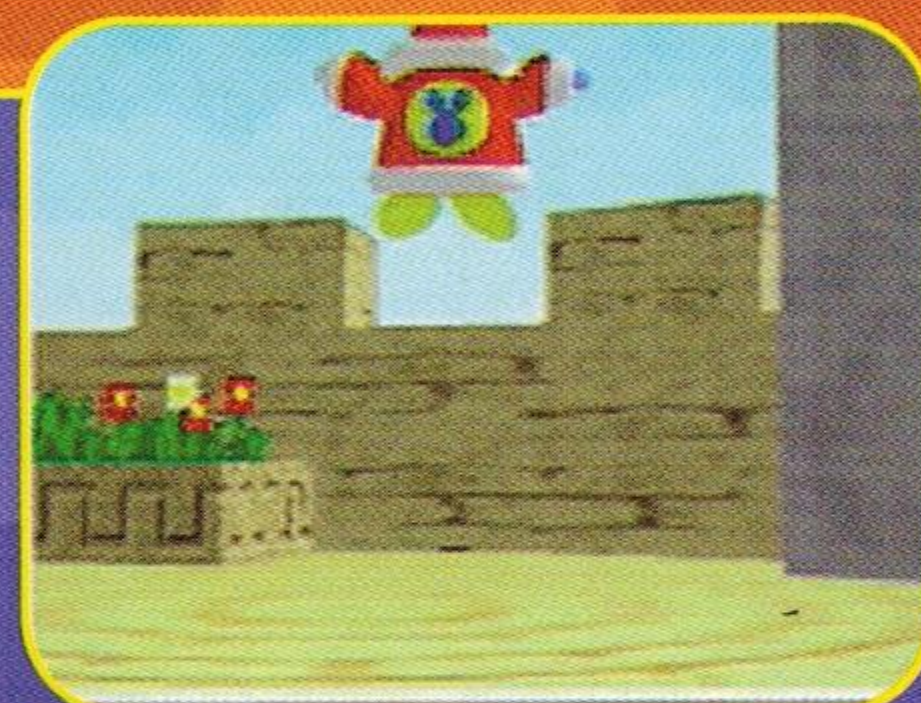
In the second, King Dedede flies and shoots balls of Dark Matter at you. Continue to use your super cutter power, or inhale and exhale the Dark Matter to finally defeat him.



When he's defeated, pick up the shard.



Once you've got the shard, your party leaves. King Dedede initially refuses to join the group.



After a little thought, he hurries along, eager to join this grand adventure.



Get what you need from the picnic. It's time to move to the final stage of Pop Star and find the last shard in this world.



You're up against Whispy Woods. Its first attack wave is made up of Whispy Woods Jrs.—smaller trees that can be quickly defeated with either the super cutter power or by inhaling and exhaling the apples Whispy Woods creates.



Once the Whispy Woods Jrs. have been destroyed, Whispy's second attack is its pointy roots, which it sends out to get you. Keep an eye on where the roots are coming from. That's roughly where they'll end up on the outer circle where you stand. Attack the roots by exhaling apples at them—they're the tree's weak spots.



Prima's Official Strategy Guide

Pop Star

Tip



Stay away from the tree's mouth. It spits sap.



Alternating with its root attacks, the tree also fires clouds of apples. If you don't have super cutter power, the apples are your weapons against the roots. Don't get hit by them though—they can damage you if they fall on top of you.



Once you've defeated the tree, grab the shard it was holding.



You have saved one world, but there are five more under the power of the Dark Matter, Ribbon explains. Rock Star, the world closest to Pop Star, is Ribbon's next stop. Will Kirby and his friends help her? Of course. A new world awaits!

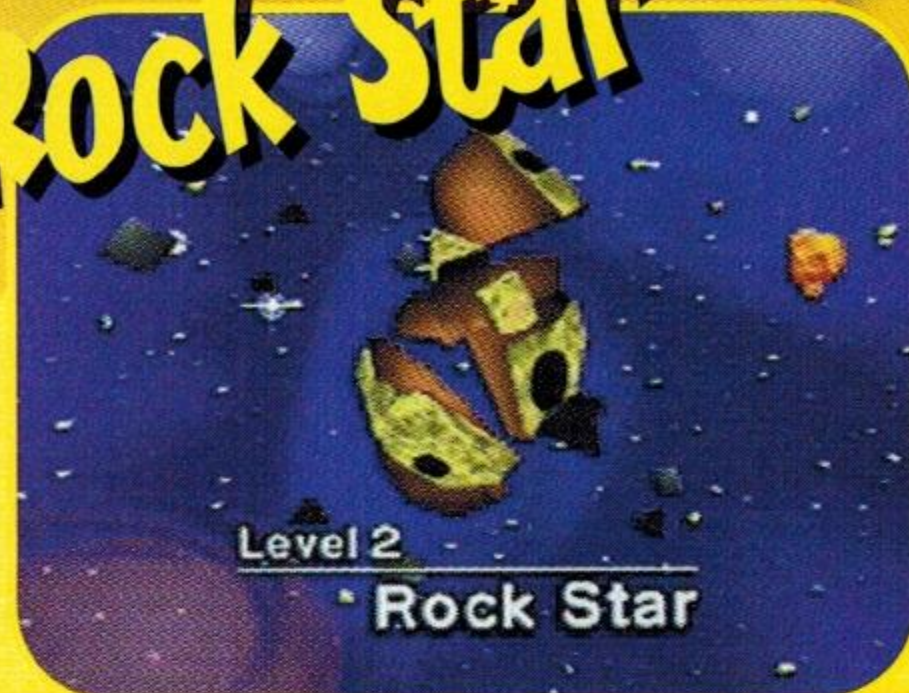


KIRBY 64

The Crystal Shards



Rock Star



Barely held together by gravity, Rock Star is home to mountains, deserts, beaches, constantly shifting geological masses, and unpredictable volcanic activity.



Your first adventure on Rock Star begins in the desert, with three shards to locate.



Begin the adventure by tossing your super cutter power if you haven't already. You'll find new powers on Rock Star.



When you begin the stage, immediately acquire a burn and needle combination. Use the flaming arrows against your enemies and continue to the right.



After a short walk, you find yourself at the doorway to a mysterious building. Head in.



Walk through the building, destroying crates and enemies as you go.



When you reach the first I³, fly up and over it. Be sure to fly over the blue cube, not just over the I³; otherwise, you'll get crushed as it comes up.



A shard floats above the blue cube and second I³ block. Grab it and continue along, grabbing stars as you see them.



As you reach the right-hand side of the room, drop to the floor, then inhale and swallow a stone power from the Cairn—you'll need it later. Climb out of the room, by the series of blue blocks, with short hops and flights until you can fly out of the room.



Prima's Official Strategy Guide

Rock Star



In the next room, you find yourself at the bottom of a large sand pile with a giant Kacti on the top. You must jump as you climb the hill;

otherwise, you'll slide back down. Watch out for two smaller Kacti as you climb. Use your stone power to destroy them all and collect the shard, which appears after the giant Kacti has been destroyed.



As soon as you enter the next room, move to the right. Sand is filling in beneath you, and unless you fly up, ahead of the sand, you'll be crushed under the floor above you.



Above you are pieces of floor with openings on either end. Fly to the far right and fly up (or run and climb the ladder on the wall), then cross to the left, avoiding your enemies as you go. Alternate this pattern as you ascend.



Once you reach the top, the sand stops. Fly up just a little, and Waddle Dee will open a hole in the roof for your escape. Fly out.



Outside, jump to the ground on the right. Note the colors of the rocks to your left—yellow and brown. You have the brown (stone) power; now you must find the yellow (spark) power.



Walk to the right and up the hill to the green hilltop with water. Destroy the Floppers, Scarfys, and other enemies by rolling and exploding. Continue down the other side of the hill.



At the bottom of the hill, throw your stone power star at the Sparky, creating a stone/spark combo star. Pick up the combo star and climb back over the hill.



Back at the yellow and brown rock formation, use your combo power.

KIRBY 64

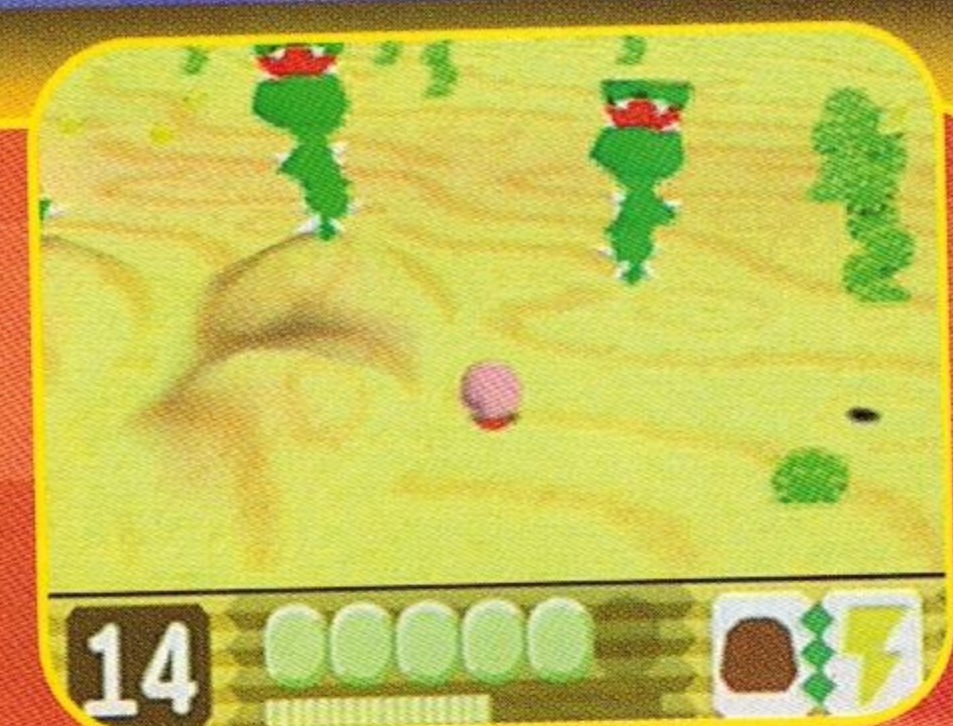
The Crystal Shards



When the rock is destroyed, grab the shard that was hiding under it and once again climb over the hill.



Watch out for the Goblins at the base of the hill. Wait until they lunge at you, then explode on them or dodge them altogether. Four Goblins are in a row at the base of the hill.



Continue dodging or destroying Goblins and other enemies until you come to the end of the first Rock Star stage.



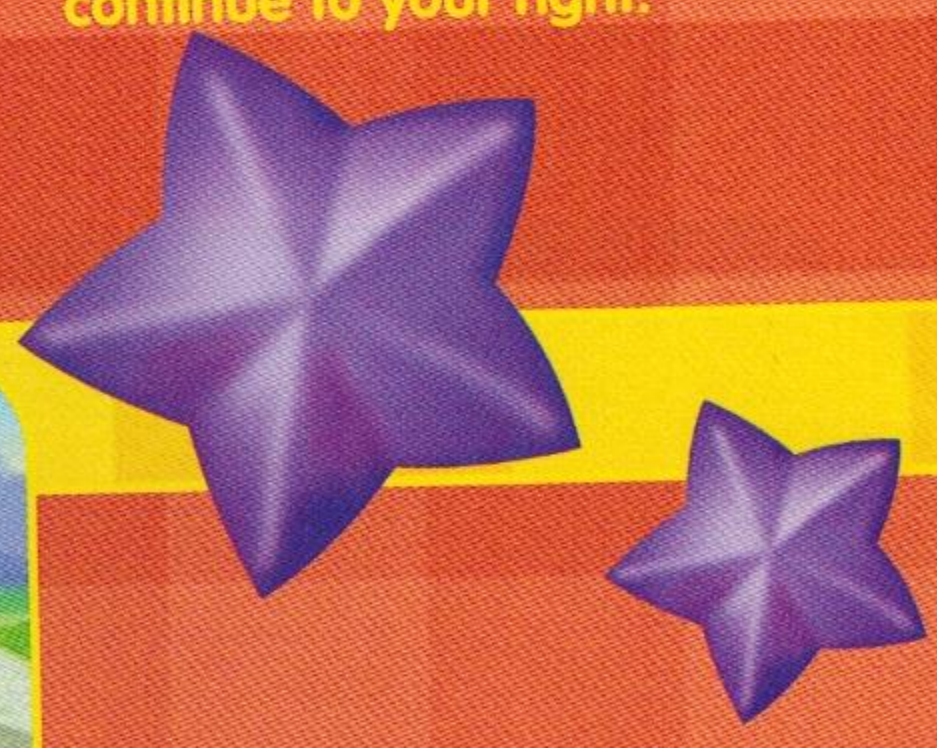
Get what you need from the picnic and continue to the next stage. You have three shards to locate.



Begin the stage by grabbing the star that is just to your left, then continue to your right.



Continue to use your stone/spark combo against your enemies, but stop before you walk in front of the first of four pillars. Edge forward just a little, and the pillar will fall. Do the same for the remaining pillars.



Continue ahead until you come to the first of five stone arches. Fly up and take a peek at the top—Rocky awaits. Now that you know who's waiting for you, walk through and jump to pick up the stars as you go. You should be able to avoid all of Rocky's attacks.



Continue along until you come to temple-like structure.



Prima's Official Strategy Guide

Rock Star



14 Fly through the openings above you, using your combo power to destroy the Ghost Knights along the way.



14 Fly to the very top and collect the 1-up.



15 Fly around so you're directly underneath where you stood on the roof to get the 1-up, then let the floor collapse beneath you.



15 Walk to the right, drop off the edge, then fly over a short pillar.



15 Drop off the pillar and through the floor. Drop through the small stone platform and pick up the shard. Fly back out the way you came and head to the right once again.



15 Destroy any enemies in your way, grab the cake from above the doorway, and enter the building to your right. You can drop your combo power if you'd like; there are more powers ahead.



14 Once inside the next room, take a quick gander. You must climb a bunch of steps while Noos are tossing ice chunks at you. Furthermore, there's a crystal shard in the center of the room, under the steps.



14 First, fly straight up and collect the 1-up hiding near the ceiling. Next, take the first three steps. You must jump down from here, grab the crystal, and fly back out. Take a step out and drop—begin flying once you have the shard. Good luck.



KIRBY 64

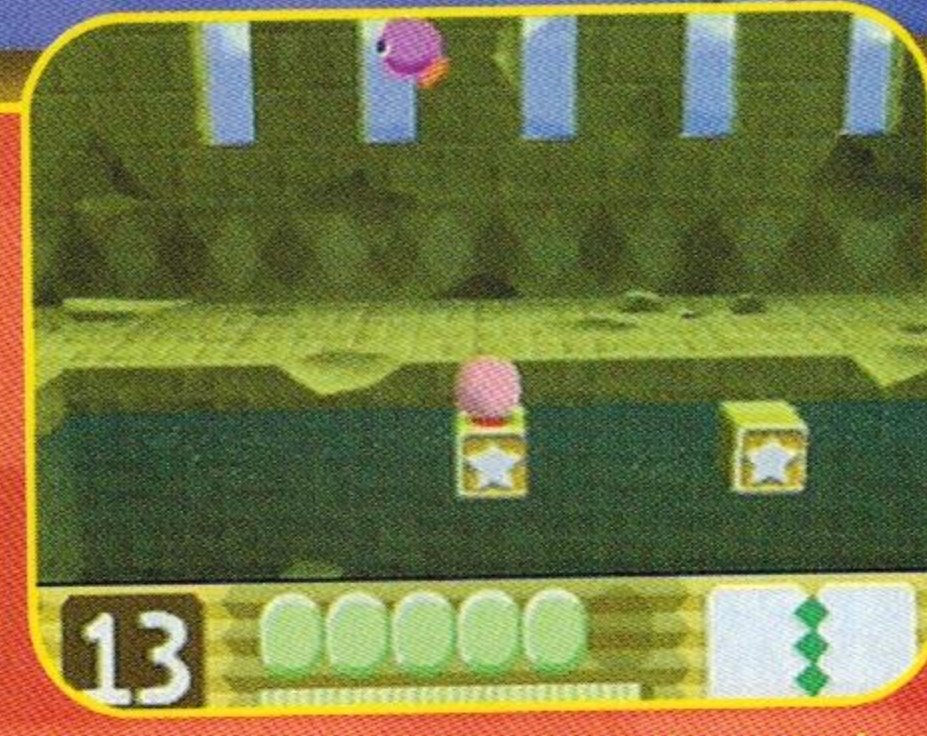
The Crystal Shards



Once you've got the shard, head for the exit on the right-hand side. But before you go, fly up and get the tomato near the ceiling, opposite of where the 1-up was.



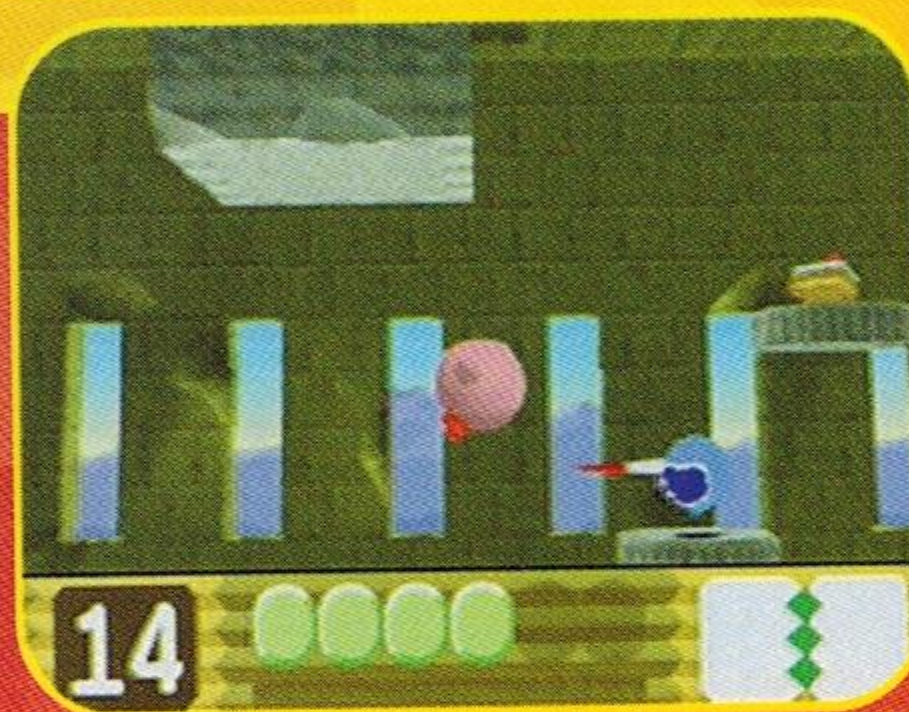
The next room has a large pool in it, along with several levels of crates. There's no shard, so just focus on getting through the room.



Use the crates to cross the pool, and stay low to avoid the Bronto Burts.



Once you've crossed the first pool, step cautiously. The five large gray blocks hide elevators that will smash you into the ceiling if you're not cautious. Fly over them carefully.



Keep an eye out. Ghost Knights and Kapars are everywhere, trying to knock you from the sky. The fifth and final elevator is actually underwater and moves a touch slower than the rest. You can ride it up and get off at the broken staircase near the ceiling if you're quick.



Whichever way you get there, the exit to this room is near the ceiling on the right.



Out on the ramparts again, carefully time when you pick up the stars—Shotzos are aimed at them.



Make your way across the rampart and through the door to the right.



Prima's Official Strategy Guide

Rock Star



Once inside, King Dedede runs in and motions for you to join him. His hammer makes quick work of the walls that stand in your way. Hammer through the first. Climb the chain, then climb to the right.

Tip



Walls that King Dedede can break are a darker shade of brown than the others, so be sure to head for those right away.



Break through the second wall to your right, then take the ladder down to get the tomato. Climb back up and again break walls to the right to gather stars.



Return to the first chain you climbed, then swing to the left. Jump to the left, climb up the nearest chain, and again jump to the left.



Break through a wall and climb the ladder in the wall.



Time your climb to avoid Galbo's fire.



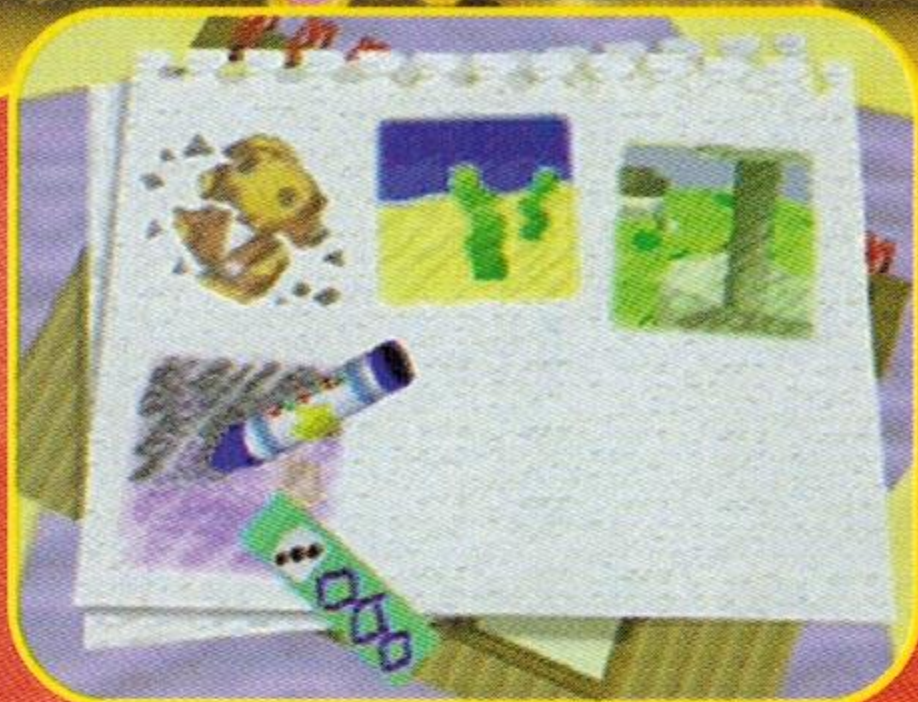
At the top of the ladder, jump right, then jump again over the hole in the floor. Break through the wall and grab the shard.



Return to the chain you originally climbed to get into this mess and jump off to the right. Climb that chain and jump to the left. Climb the next chain all the way to the top and jump off to the right. Head for the door.

KIRBY 64

The Crystal Shards



Grab what you need from the picnic—you've got three more shards to find in the next stage.



13

After literally dropping into this stage, head to the left and pick up the cake if you need it before walking to the right.



14

Watch out for shifting sands in this stage—good footing is tough to find.



14

After a short walk, you spot the first of three shards inside the fossilized mouth of an ancient beast. How do you get in there? Fly up and head to the right to find out.



14

There's a small section of brown spine in the fossil—this means you need stone power. Time to go shopping.

Going Shopping

In earlier stages, everything you need, including powers, can be easily found on the stage in question. As you get farther along in the game that changes. Sometimes you need a specific power that can't be found on a given stage.

There's absolutely no dishonor in going back to a previous stage, picking up the power you need, and returning to the trouble spot. To do so, hit **START**, select "Try Again," and choose an earlier stage that has the power you need. As soon as you've acquired the power, hit **START** again and return to the stage you left earlier. Bingo—Kirby's powered up and ready to rumble.



11

It's quickest to go back to Rock Star's first stage and pick up a stone power, then return to this stage. Once you're back, return to the brown patch on the fossil's spine and break through.



11

Pick up the shard.



12

Make quick work of your enemies to the right and jump down the sand whirlpool ahead of you.



Prima's Official Strategy Guide

Rock Star



Once on the lower level, you find yourself in a circular track with two more whirlpools, as well as Bonehead. Both whirlpools lead to the next lower level—one has a

shard at its exit; one doesn't. If you're in dire need of stars, take the whirlpool to the right of where you landed. If not, head for the left one.

Through the left whirlpool, you battle two small

Fishbones and one large one. Defeat the large one, and the trap door in the bottom of the chamber will open.



Once you land on the next lower level, grab the crystal shard to the left and head to the right. You go through another sand whirlpool and down to yet another level.



Walk across the series of shallow pools and sand pits, careful of the Snippers that live in the pits, until you come to a depression in the floor of a pool with stars above it. Grab the stars and head into the pool.



As you continue right, you land in another pool. Head to the right, avoiding the sand pits in the pool as best you can. Continue until you come to a deep pool on the far right. Swim out the opening at the bottom.



You come to a waterway with a downward-flowing current. Head down, grabbing stars and watching for Fishbones as you go.



Swim to the right as soon as you see the opening; otherwise, you'll be sucked down to the depths. Swim through the opening.



It's the same thing you just passed through, only in reverse. Now swim upward, grabbing stars and watching for Fishbones as you go.

KIRBY 64

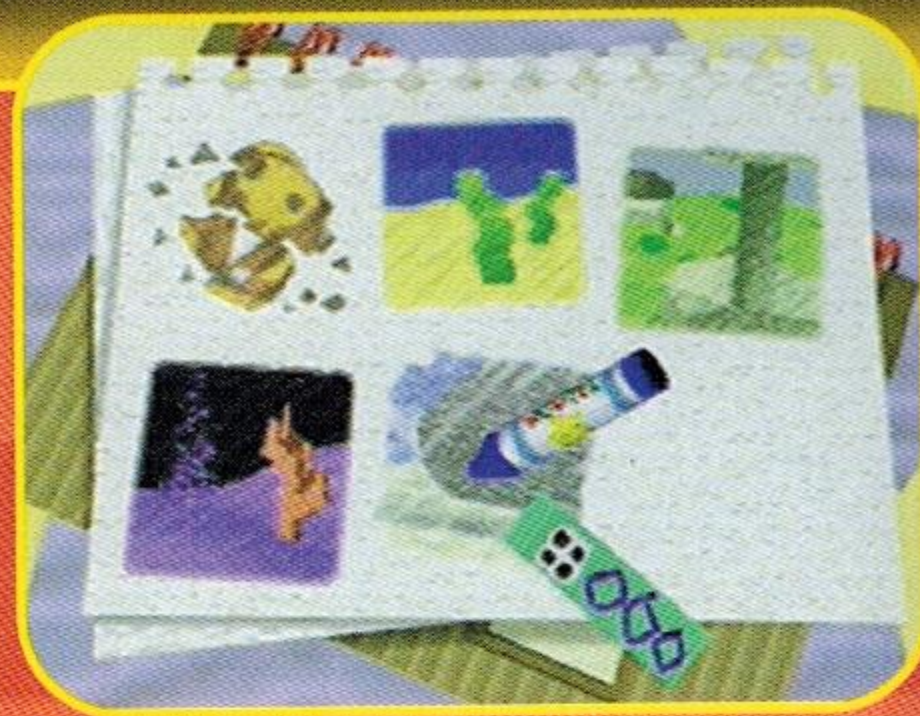
The Crystal Shards



As you near the top, watch out for falling fossils. Dodge the sections of bone as best you can, sticking to the sides of the chasm. Swim to the right, to the left, then to the right to avoid the three pieces.



At the top of the chasm, dodge the final, chasm-filling fossil chunk by swimming to the right. Then keep swimming upward to find the third shard of this stage. Grab it and head out to the right.



Get your goodies at the picnic. Two more stages to go. You've got three shards to find in the next stage.



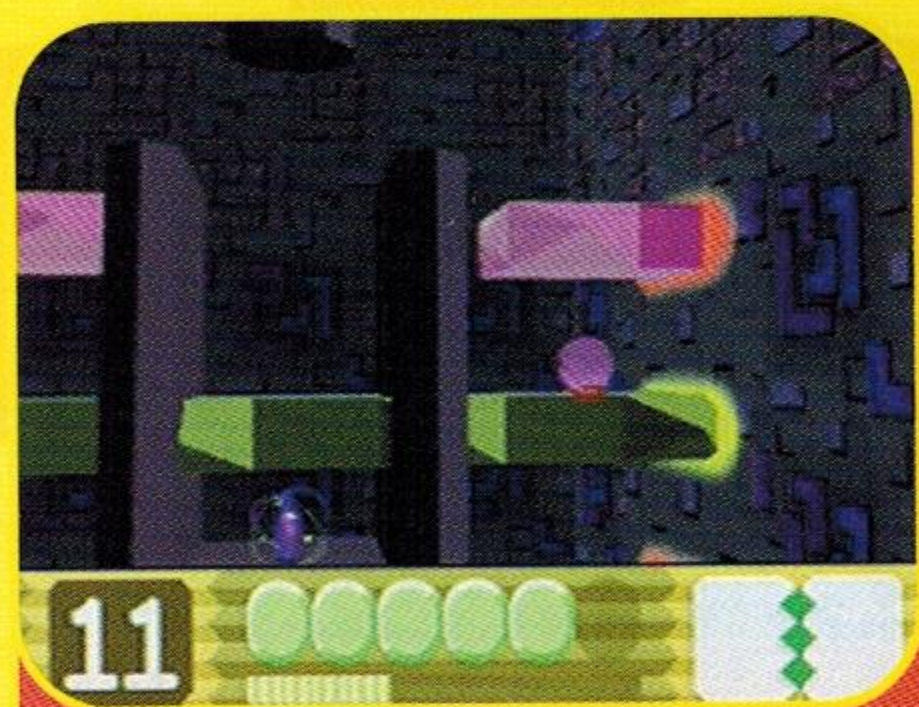
Dodge the Skud headed your way, and watch as the spaceship behind you rises into the air. Head to the right to get there before it leaves.



Dodge the Nrufts and Mites, and jump onto the glowing platform to get onto the ship.



As you continue up the platform into the ship, Shotzos surround you. Dodge the cannonballs by jumping and ducking, and watch out for that final level with three Shotzos in a row.



However, two Spark-i eyes watch at the top, so be careful. A piece of cake is on the left-hand side if you need it.

In the next stage, you must fly or jump as the sliding pieces make openings. A shard lies in the center of the chamber, so gauge your movements carefully. Don't worry though—it's hard to get hurt in this chamber.



Grab the crystal shard and head to the ceiling, where the exit awaits.



Prima's Official Strategy Guide

Rock Star



11 Adeleine waits at the top, and she's left you a clue—three black boxes. What does it mean? It means you have to go shopping! Go find a bomb/spark combo and return to this spot. Use the power to light up Adeleine's three hidden canvases. Make a note of the three images on them, and head into the next room.



12 The next room contains a series of raised platforms. Jump on the three platforms that match Adeleine's pictures, and then duck to push them down.



12 Go forward without pressing down any more platforms and grab the shard that has appeared. Climb the ladder on the right wall.



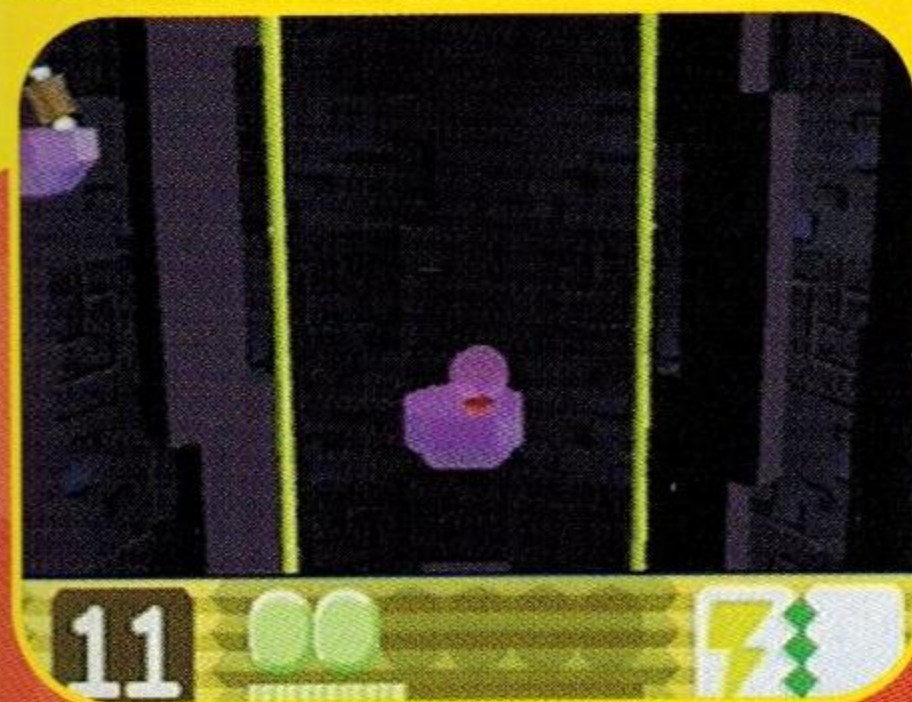
11 You enter a large room full of moving platforms. Jump from platform to platform, and they will move you to the right and up, out of the room.



11 You enter a room with a large Spark-i and two smaller Spark-is.



11 Defeat all three and grab the shard that appears. Climb up the ladder on the right-hand wall.



11 Fly up in this room, only using the poles if absolutely necessary—Bivolts live on them. Food items are on the outside of the poles if you need them; otherwise, fly through the hole in the roof.



Get what you need from the picnic. The final stage awaits! Time to get the final shard from the big boss.



12 As the circular platform rises, dodge the red energy from the red diamond of Pix.

KIRBY 64

The Crystal Shards



Continue to dodge when the red diamond is joined by the green and the blue, making the full, three-membered Pix.



Once the platform reaches the top of the tower, and the crystal skeletons appear, inhale one and head for the corresponding part of Pix.

Tip



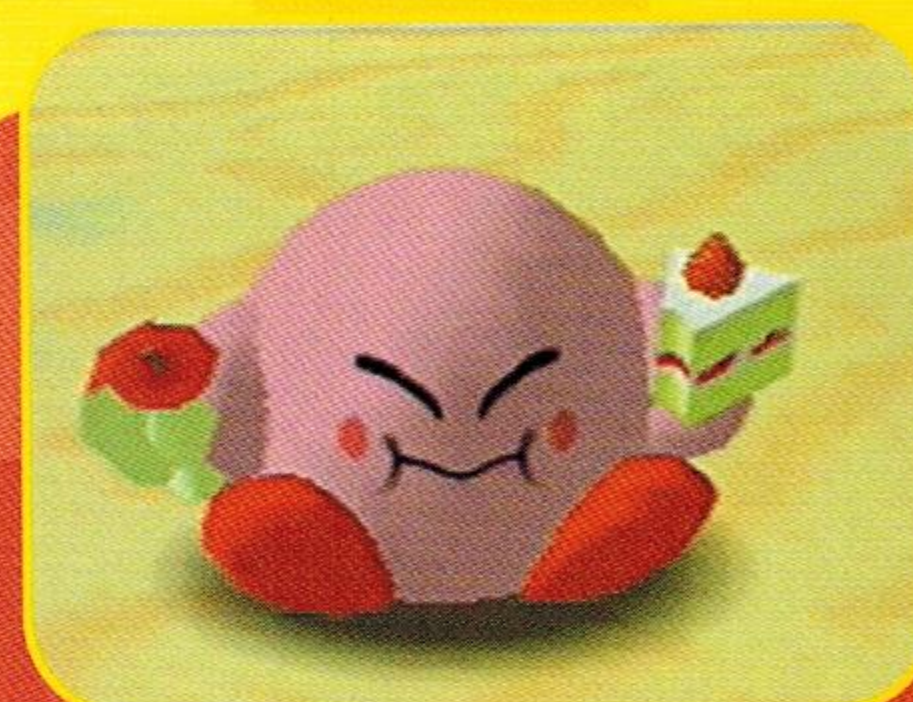
In this battle, like colors do the most damage to like colors. You must use the green crystal skeleton against the green part of Pix, blue against blue, and red against red.



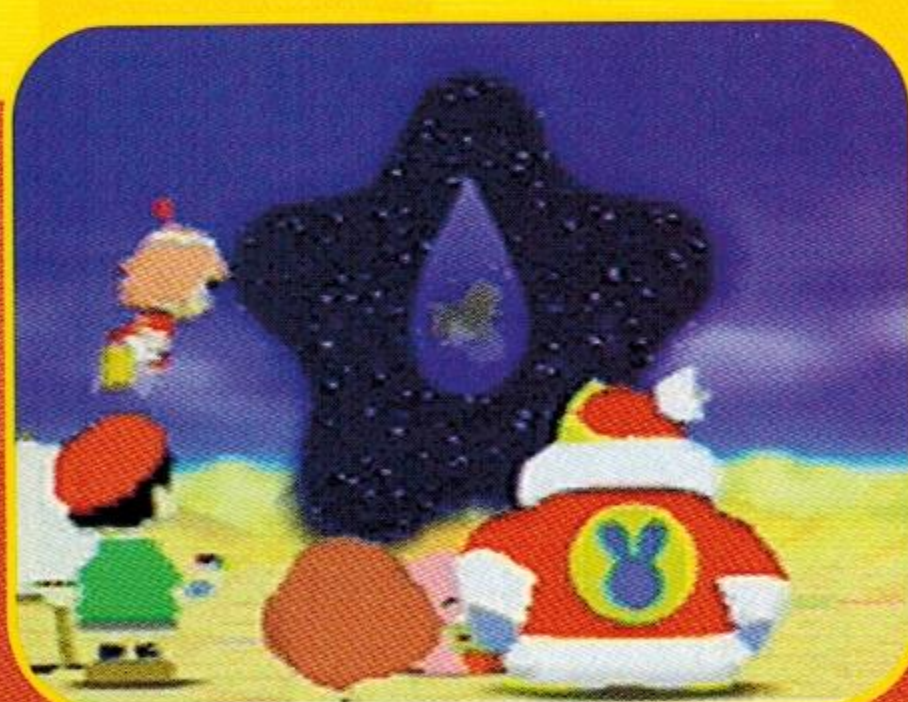
You must jump up to exhale the skeletons, and make sure you have a straight shot. The skeletons only fly halfway around the platform and can be blocked by one of Pix's different-colored diamonds. After two to five hits on each color, Pix becomes inactive, and the shard is released.



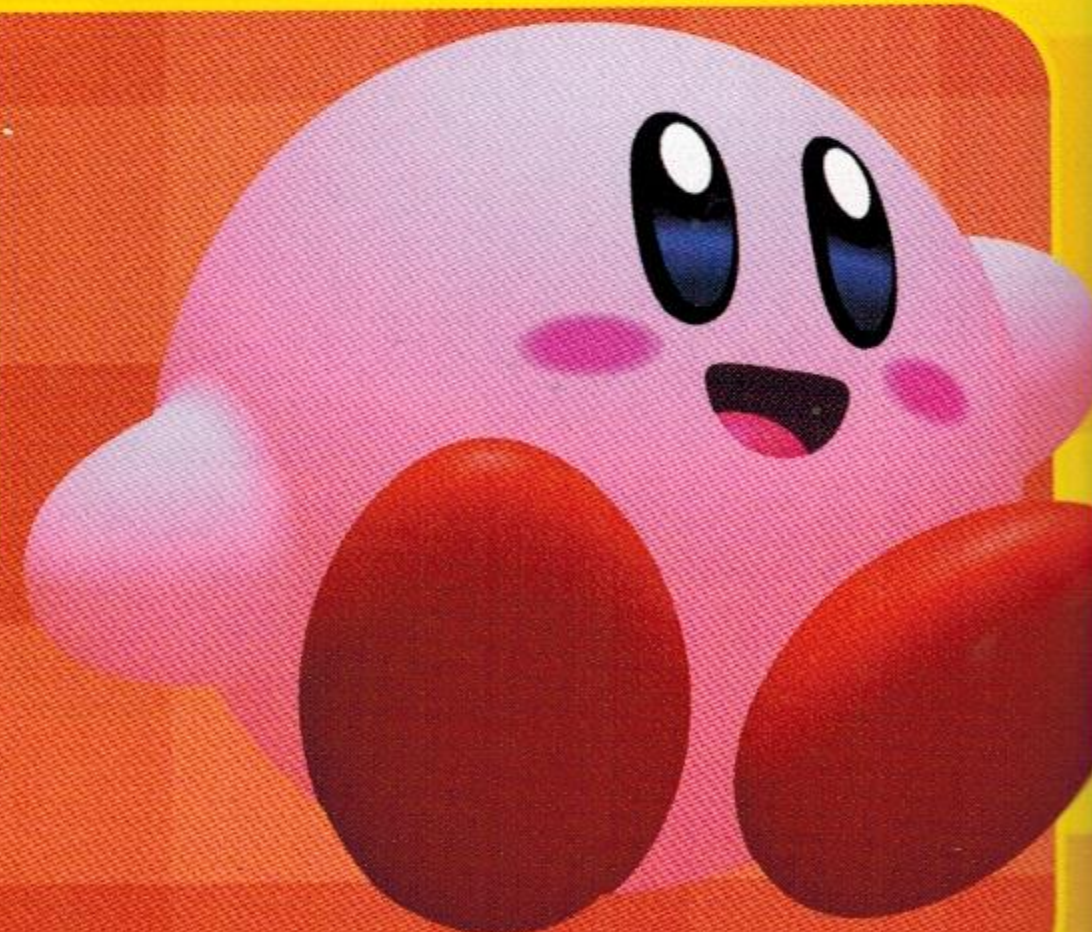
Pick up the shard. Another world is saved.



Saving worlds is hungry business. However, Ribbon reminds the adventurers that four more worlds must be saved. Will they help?



On to Aqua Star!





Prima's Official Strategy Guide

Aqua Star

Aqua Star

Level 3

Aqua Star

Like its name implies, Aqua Star is home to large oceans and lots of water. It looks like it's time to get wet.



Your first adventure on Aqua Star begins on the beach with three shards to locate.



Head out to the right, destroying enemies, collecting stars, and enjoying the sun.



Watch out for the Floppers in the holes under the stars.



Swim under the bridge to collect stars, a tomato, and a sandwich if you need them.



Enter the cave.



Inside the cave, jump into the Zebon. He bounces you up to a ledge near his buddy. Jump into the second Zebon.



He bounces you up again to another ledge. Jump into the third Zebon for yet another trip up, and then jump into the fourth Zebon. On your trip from the fourth Zebon, you pass a shard. Fly down to get it and return to the level with the fourth Zebon.



Jump up along the green platforms to reach the exit of the cave.

KIRBY 64

The Crystal Shards



As soon as you enter the next chamber, inhale and swallow Emp. You'll need his power later.



In this cave, watch out for the collapsing bridges and Gloms in the caves. Collect the stars from the water underneath the bridges, and the food on the crates as you go.



Near the end of this chamber, throw your ice star at the Poppy Bros. Jr. to make an ice/bomb combo star, and quickly swallow it. Collect the remaining stars and leave through the exit at the right.



Be careful in this chamber. You can walk through the waterfalls with no problem, but if you want to collect the stars and food in a waterfall, you must fly to the top before entering it. Otherwise, it will push you down, and you'll be unable to collect the stars. Try the approach on the first waterfall, as the latter ones are guarded by Galbos.

Watch out for the Squibby who's faintly visible in the final waterfall. It shoots spikes out of its head as you fly over. Use your combo power to destroy it, then get the star it guards—it's somewhat difficult to see the star in the waterfall. Exit the chamber when you've collected everything.

Watch out for the Squibby who's faintly visible in the final waterfall. It shoots spikes out of its head as you fly over. Use your combo power to destroy it, then get the star it guards—it's somewhat difficult to see the star in the waterfall. Exit the chamber when you've collected everything.



The next chamber holds two small Ticks and a large Tick. Use your combo power to destroy them all. Once the large Tick is destroyed, grab the shard it was guarding and exit the chamber through the door on the right

Once outside, Adeleine paints something for you. Grab it and continue to your right.



Once outside, Adeleine paints something for you. Grab it and continue to your right.





Prima's Official Strategy Guide

Aqua Star

Tip



Don't try to trick Adeleine by walking out and back again, trying to get multiple items. She only paints you one item.



As you continue right, you encounter a four-level foam bridge with a wooden bridge at its bottom. Be careful. Ticks are running rampant on the bridge. Use your combo power to destroy your enemies and get to the bottom level.



In the middle of the wooden bridge, there's a blue-and-black slab. You need the bomb/ice combo to get through the slab and be

bounced to the crystal shard that lies in the bridge's central column by the Zebon. If you somehow lose the combo power, restart the stage and pick up what you need.

Blow up the blue-and-black slab and jump into the Zebon to bounce

up to the shard. You break through the top of the column. Immediately use your combo power to protect yourself from Sparky.



Cross the top level of the bridge to the right and exit the stage, being careful of the Kapars along your way.



Grab what you need from the picnic, and head to the next stage. You've got three shards to locate.



Walk to the right along the stream, destroying enemies as you go.

KIRBY 64

The Crystal Shards



Inhale and swallow a Cairn on the bridge.



After a short walk, you come to a tunnel.



Be careful as you continue. The current's swifter in here and can carry you away. Go across the stone bridge in a series of hops—it will collapse if you stand on it for too long.



As you continue, throw your stone power at the Bobo to create a stone/burn combo star. Inhale and swallow it. Exit to the right.



It's Kany season. Travel to the large Kany on the top level, using your combo power to destroy the smaller Kanys along the way.



Destroy the giant Kany, and the red and brown slab that above it with your combo power to reveal the shard it was guarding.



Grab the shard and head back down. Fly to the very top of the crab's house to grab the sandwich if you need it. Watch for the small Kanys that have reappeared on your way down.



Exit through a newly opened door at the bottom right.



Outside, head to the right, into the river. Waddle Dee is waiting with a makeshift boat.



Prima's Official Strategy Guide

Aqua Star



As you cruise down the river, you can

still jump to gather stars and food. Watch for Waddle Dee's "!" though. That means you have to jump right then to avoid a big obstacle that can damage you.



Don't worry about enemies. You can run right over them in the boat. Watch for this particular location. It's right before a large waterfall with a shard near it.



Jump right at the edge of the waterfall to grab the shard. Ribbon flies out and collects it over for you.



Continue along the river, jumping over obstacles and collecting food and stars.



Eventually, you're both thrown from the boat. Don't worry. You're just moving to the next area.



Grab the lollipop when you see it. It protects you from harm and allows you to barrel down the river at full speed.



Once you're charged up with the lollipop, head to the right at full speed, but keep an eye on the lollipop energy circling Kirby. It wears off quickly.



Look as you go over the waterfalls. A shard is hidden in the last waterfall you pass. Grab it and continue to the right. Watch for the final Nruuff attack once you climb out of the river.

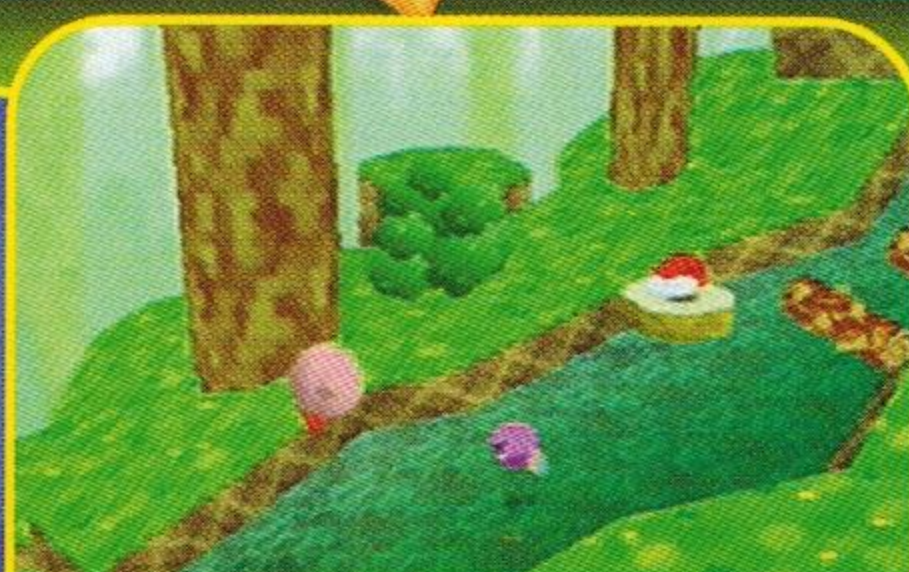
KIRBY 64

The Crystal Shards



03

The next area requires you to travel upstream. You must use lots of platforms to avoid the falling Splinters, Bronto Burts, Galbos, and other enemies.



03

Be careful not to get caught by the Splinters—they'll squish you.



03

At the top of the waterfall lie three final logs that roll at you, making your final flight a long one. Avoid them and head to the picnic.



Get what you need and go to the next stage. You must locate three shards.



03

Enjoy a nice stroll on the beach, destroying enemies as you go. Watch out for the sand pits and the Snippers.



03

Enter the sand castle to the right.



03

Through the castle, you encounter a series of Shotzos. Time your jumps to avoid the cannonballs, and collect the stars along the way.



04

Walk through the deep water and continue to the right.



04

Be careful as you cross the wooden bridge. Certain sections have geysers underneath that will shoot you up into the Bronto Burts above.



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Aqua Star



Grab the cake if you need it, then fly to the top of the rock formation and down into it.



Go grab the combo and return to this point.

Grab the tomato. Notice that there's a green and black section of the wall to the left. You need a bomb/cutter combo to get through, but you must go shopping to find the bomb power. It's at the beginning of Aqua Star's second stage.

Tip



Remember, when you go shopping you don't have to play through the entire stage. Just grab what you need and hit **START** then "Try Again" to return to the stage where you need the combo powers.



Once you've got the bomb/cutter combo, destroy the region of the wall and grab the shard that was hidden underneath. Next, inhale the crate off of its rock. Then jump on the rock and ride it back up and out of the rock formation. Toss the combo when you get a chance.



Once you've got the bomb/cutter combo, destroy the region of the wall and grab the



Outside, continue to the right across the wooden bridge. Again, be careful. Jump over planks with Gordos' shadows on them; otherwise, the geysers under the planks will shoot you into the Gordos.



Continue, and King Dedede will catapult you to the next island in your trip. Be careful of the wooden posts. They sink when you land on them.



Once across the water, jump down the hole to the next area.

KIRBY 64

The Crystal Shards



04

You've dropped in on a giant Kapar and smaller Bumpers. Use the Bumpers to destroy the giant Kapar.



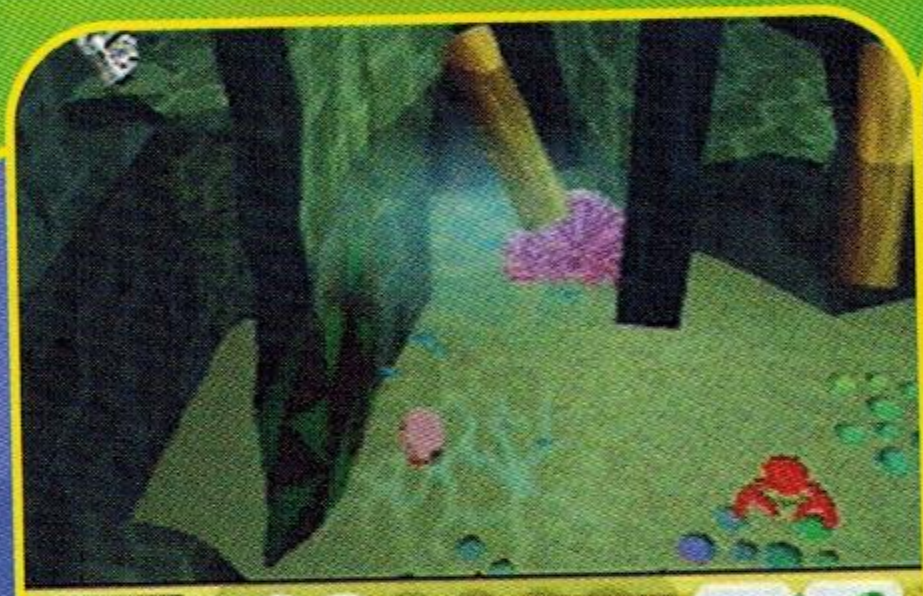
04

Once you've destroyed them, grab the shard they guarded and jump down the hole on the left.



04

As you fall, you see a shard to your left. At the bottom of the wall is a brown and green wall—you need a cutter /stone combo power to get through it. Go back to the beginning of this stage, get the right powers, and return.



04

Once you've returned with the correct combo, destroy the wall at the bottom and fly to the ledge on the left with the 1-up.



05



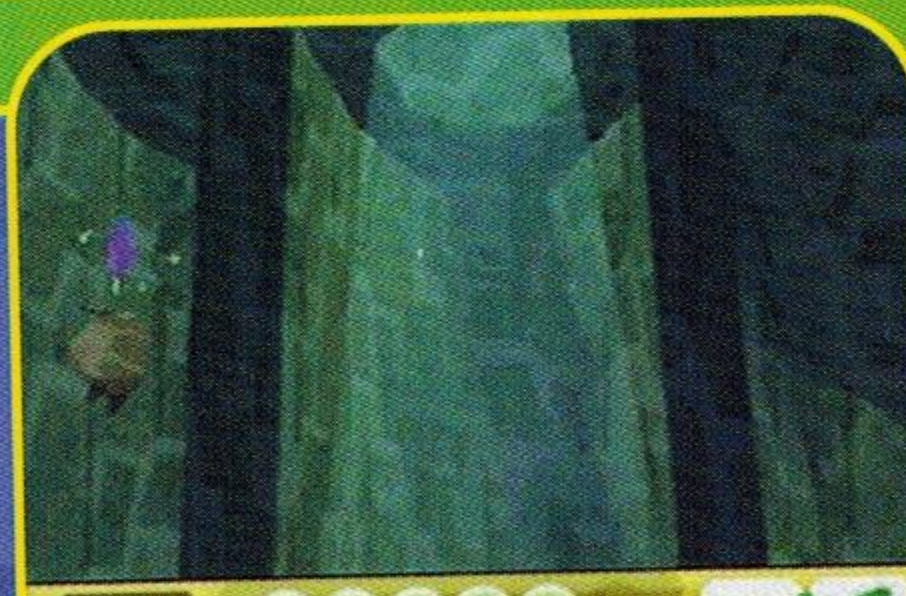
04

Here's where it gets tricky. Each stone/cutter sculpture has special powers. You must carve Kirby into the "Rick the Hamster" sculpture.



04

Face the outer wall and press **(A)** to double jump and climb the wall. The key is to jump just as mouse Kirby begins to fall.



04

It's very slow going, but you eventually get to the top and to the shard. Grab it and drop back to the ledge where you started. Drop to the bottom of the chamber and walk to the right.



04

Swim to the ledge on the left. Above you is a series of platforms that tilt as soon as you land on them, sending a Splinter directly at you.



Prima's Official Strategy Guide

Aqua Star



Combining jumps and short flights, head upward, dodging the Splinters as they roll. Watch out for the top level. Three Splinters are waiting to roll.



At the top of the chamber, destroy the Kany to the right, then jump down the chasm beyond where the Kany sat. Try to grab the stars as you fall. You can't fly up again; it's too high.



Swim out the exit to your right.



Enjoy the picnic and get ready for the next stage. You must find three more shards.



You begin the fourth stage of Aqua Star by dropping down a deep chasm in the ocean. Watch out! Squibbys and Pedos populate the chasm. Dodge or destroy them as you drop, collecting all the stars you can.



Careful at the bottom. Three Glunks wait for you. Dodge or destroy them and exit to the right.



Quickly deal with the Kany and three Floppers as you enter, then swim over the rock bridge below. Boulders drop from above, so either dodge them or inhale/exhale to destroy other falling boulders.



Continue to the right, dealing with Pedos and Squibbys as you go. Collect the food from the first sand pit you encounter.



Exit the area to your right, and immediately swim up and to the left.

KIRBY 64

The Crystal Shards



Swim up through the rock formation, avoiding the Gordos and Glunks as you go. Always stay as far left as you can, fighting the currents flowing to the right.



Gather the stars along the way, and watch out. Blowfish and other enemies wait higher up, along with more Gordos. Timing and staying to the left are key.



At the top of the chamber, swim to the ceiling. From there, head into the slight depression where the shard floats. Grab the shard and exit to your right, avoiding the Blowfish as you go.



Inhale/exhale as best you can to defend yourself in the channel. Grab all the stars you can.



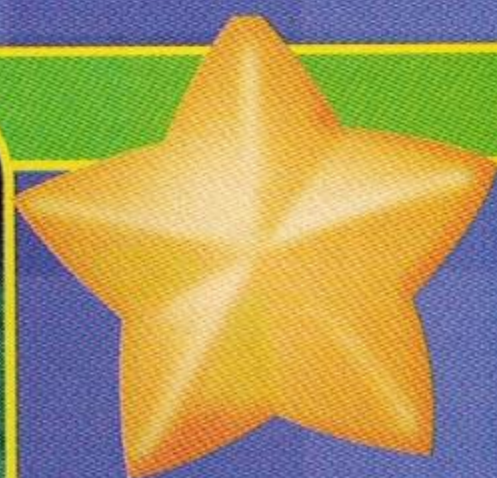
Climb down the coral pole to the bottom, flip around the pole, and walk to the right on the bottom of the chamber.



Locate the shard above and to the right of Kirby. Position yourself approximately like this, and jump up. The current should carry you right to the shard. Continue to swim up.



You pass through more of the channel. Avoid the Fishbones and Gordos, as well as the Blowfish and more along the way. It's pretty crowded.



You exit into a chamber with a giant Blowfish and four Glunks. Stay to the edge of the chamber to avoid the Blowfish, and swim in a counterclockwise direction. Inhale the Glunks and exhale them at the Blowfish as it passes.





Prima's Official Strategy Guide

Aqua Star



01

Once the Blowfish and the Glunks are destroyed, exit to the right. There are no shards in this chamber.



00

The final area of this stage is an underground channel with a fast-moving current. As soon as you enter the chamber, immediately swim to the bottom and walk to the right.



01

About halfway along, you find the third shard in a slight depression. Drop in and pick it up. Jump and swim upward. Stick to the ceiling as you swim to the right.

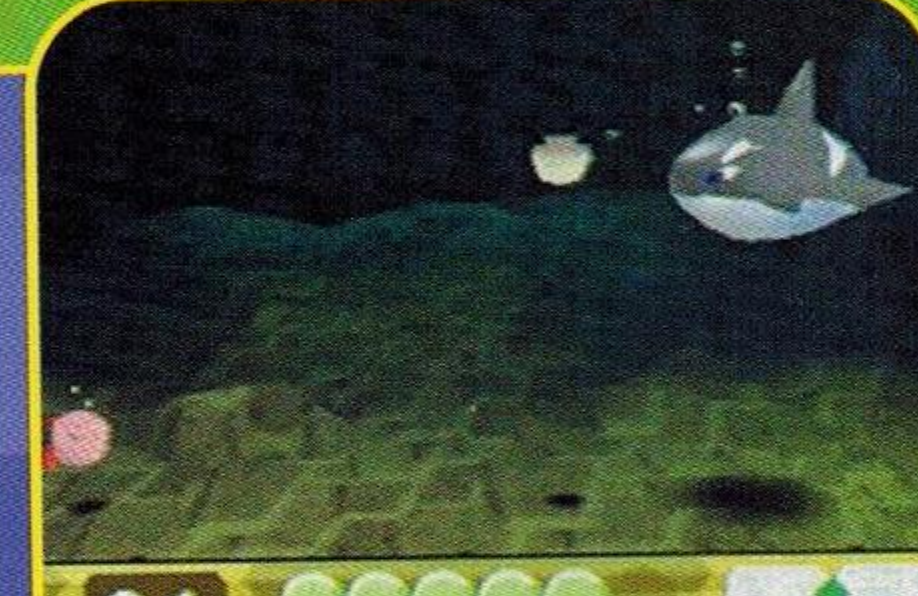


01

Exit to the upper right.



Better enjoy the picnic. There's only one stage left on Aqua Star, and it's tough.



01

You're on your own against Acro. Quickly inhale and exhale the Boneheads and Fishbones he fires at you.



00

You must stay close to Acro to do any damage, but avoid the Gordos. Also, try not to exhale something at Acro while he's firing at you. Otherwise, your projectile will destroy his, and Acro won't take any damage.



00

Watch out when Acro gets angry.



00

Acro either whacks you with his tail or jumps so he can smash you into the ocean floor. Keep an eye on his shadow to see where he's going to land, and dodge him by staying in the corners.

KIRBY 64

The Crystal Shards



Once you nail Acro with the final shot, start swimming up. This isn't over.



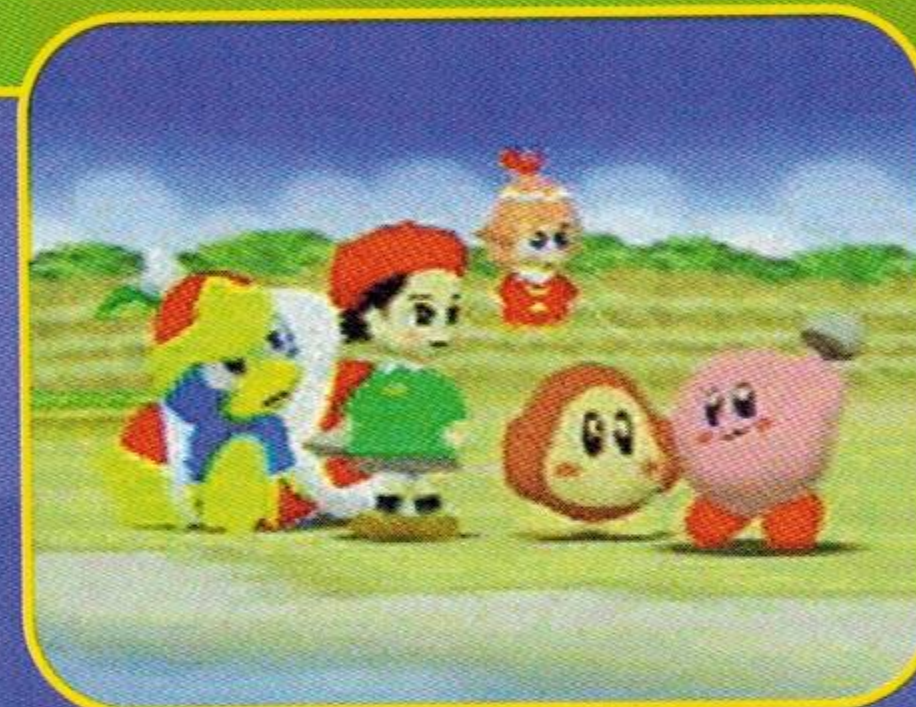
Stick to either the right or left side of the chasm as you swim up to avoid the whale's attacks. Collect what you can to exhale at him.



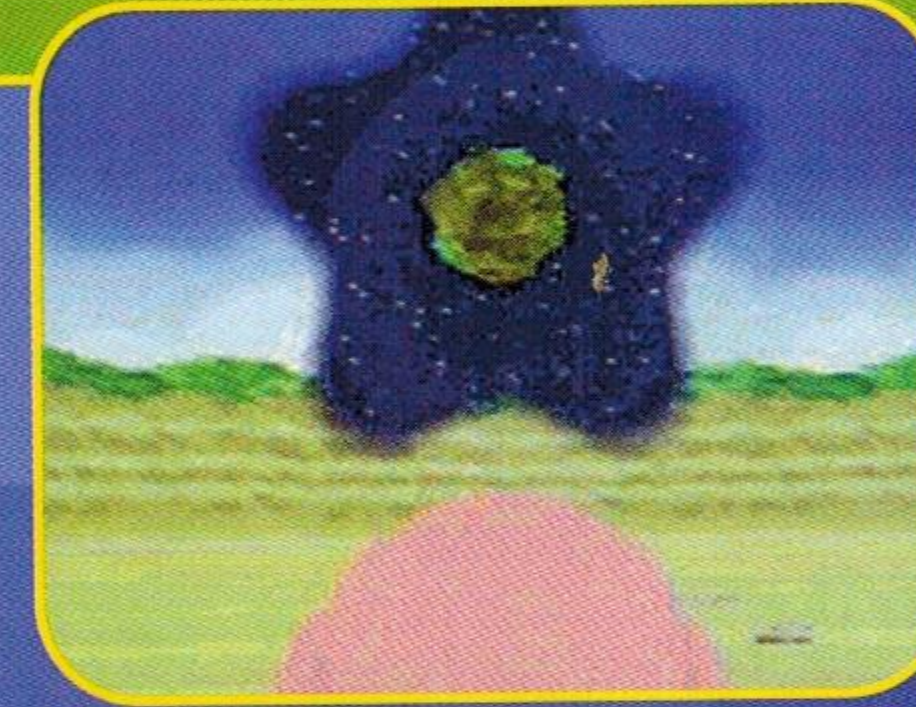
Nail him with a final shot and swim to the top.



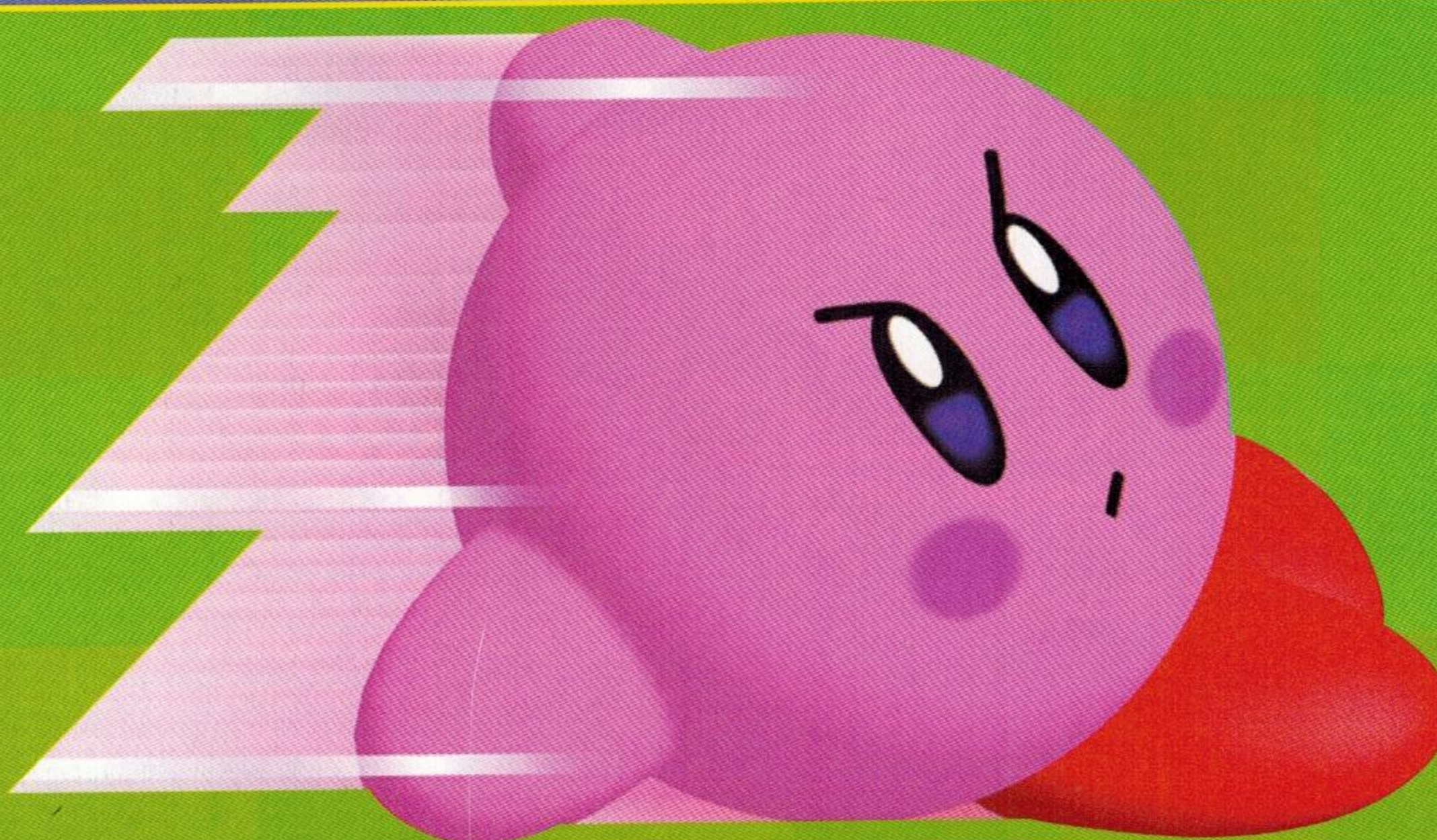
Grab the shard he was guarding.



Whew! Kirby and his friends relax on the beach after that adventure.



But still, there are three more worlds to save. On to Neo Star!





Prima's Official Strategy Guide

Neo Star

Neo Star

Level 4

Neo Star

Full of jungles, volcanoes, and other wild lands, Neo Star is sure to be a challenge for Kirby and his friends.



Your first adventure on Neo Star begins in the jungle with three shards to locate.



Trek through the jungle to the right, watching for Pupas, Yarikos, and other natives.



Be careful when you reach the wooden platforms. The discolored ground hides pit-traps, some with spikes. Collect the goodies carefully.



Slow down when you reach the wooden columns. A shard is hidden nearby.



Jump down from the second column. Instead of spikes, this pit hides a shard. Grab it and continue.



Exit this area through a tunnel on the right.



You enter a narrow chasm with vines and ledges. Watch out for the Pterans. First, jump down to the right.



Pick up the shard and head upwards.

KIRBY 64

The Crystal Shards



Along with the Pterans, the ledges are populated

with Galbos and Yarikos. Jump to the pad beneath the ledge, take out the Pteran that flies by, then deal with the ledge's resident before collecting the food behind it. Exit the chasm at the top right.



You're high above the treetops now—time to swing from the vines. Swing across the gulf from left to right, picking up stars as you cross.



Tip



Remember to swing from the top of the vine, not the bottom. That way, if you lose your grip, you can fly to the next vine rather than falling to your doom.



Avoid the Pupas and exit to the right.



You now enter an area with a giant Galbo and two Yarikos. Find the location on the left where the spear from the leftmost Yariko doesn't hit you. Inhale and exhale him at the Galbo until the Galbo's destroyed. Exit to the right.



Time for some more complicated vine swinging. To get across this chasm, you must hop from one swinging log to the next. However, there are Pupas and Pterans in the way, plus a shard somewhere ahead.



Short hops are the way to go.





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Neo Star



01

As you swing toward the first wooden platform, immediately fly over the platform to grab the shard. Watch out for the Pterans and land on

the next swinging log. The platforms will fall if you land on them. Exit this area to the right.



00

Grab the lollipop at the beginning of the next area. As before, barrel ahead to the right, no matter who's in your way.



00

Use a series of short hops between the different small land areas.



00

Run through the tunnel on the other side. You made it.



Get what you need from the picnic and head to the next stage. You've got three more shards to locate.



02

You begin by falling into a deep mine. As soon as you start falling, fly to the left and descend slowly with a series of short flights. You spot a shard as you go. Grab it and let yourself fall the rest of the way down.

Tip



If you miss this shard, just start the stage over again until you grab it.



02

You finally land in Waddle Dee's mine car. It's time for another ride.

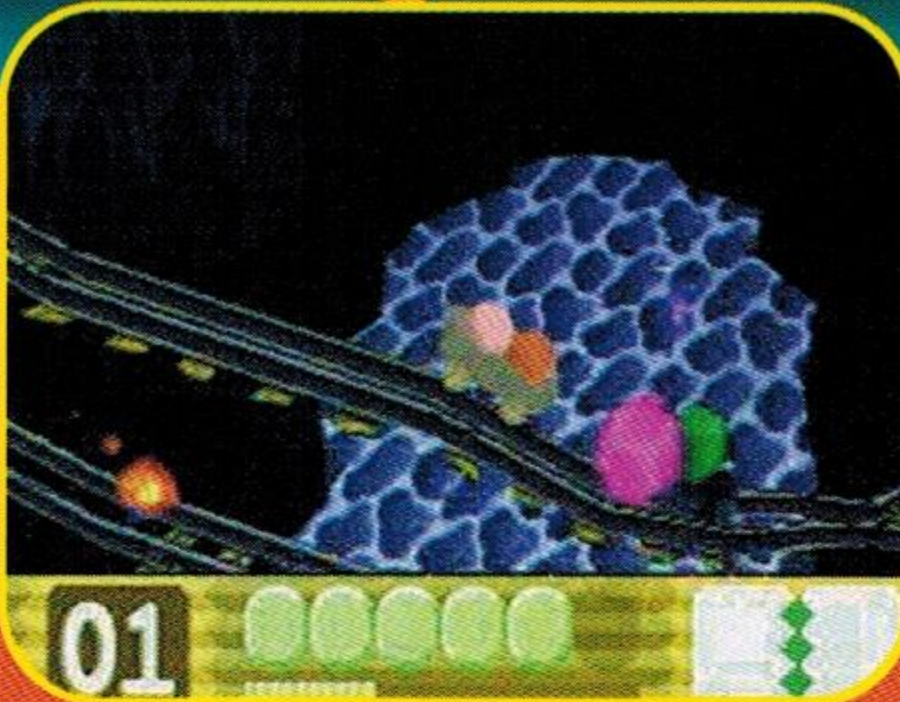
KIRBY 64

The Crystal Shards



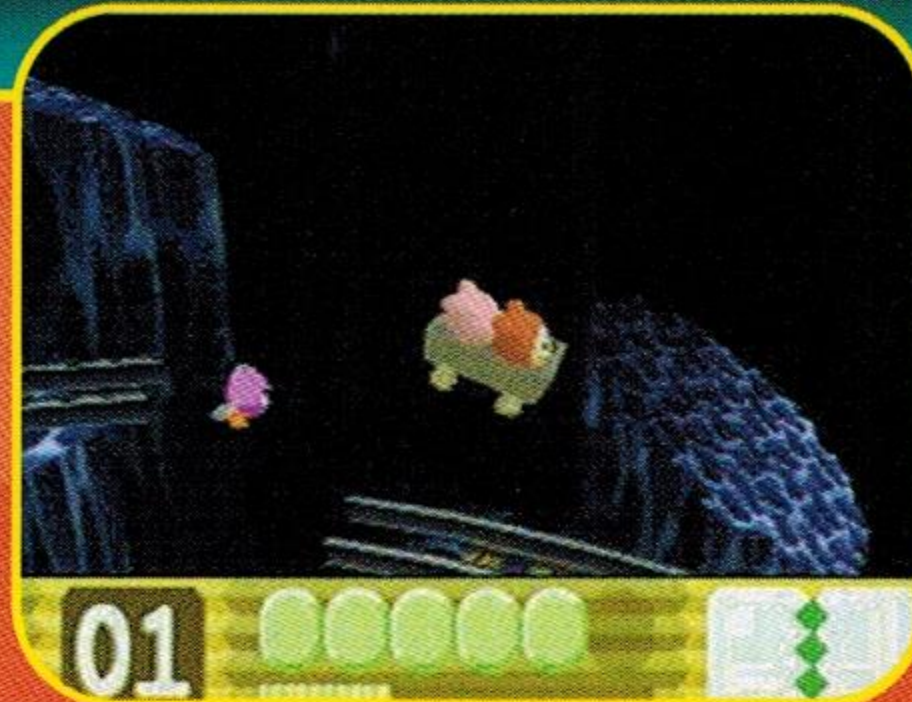
02

Just as before, run over your enemies, and jump when "!" appears above Waddle Dee. The second jump is critical. If you don't make it, you may lose a life or fall to your doom.



01

Floating above the second roadblock (where you make your third jump) is a shard. Time your jump to grab it. If you miss it, restart the stage and try again—you're not that far into it.



01

Continue your wild ride, jumping to avoid roadblocks and gaps in the track.



01

Before too long, you come to the end of the track. Both you and Waddle Dee flip out of the car. Don't worry. You're just on your way to the next area.



01

The next underground chamber is loaded with Kanys and other monsters. Keep a sharp eye out for Gloms that can swallow Kirby in one gulp.



01

With both the falling 1st blocks and the Gloms, walk to the edge to cause them to move. Then move across safely after they have fallen.



01

Be sure to grab the 1-up hiding atop a stack of crates and a Shotzo.



02

Avoid or destroy the rest of your enemies and exit.



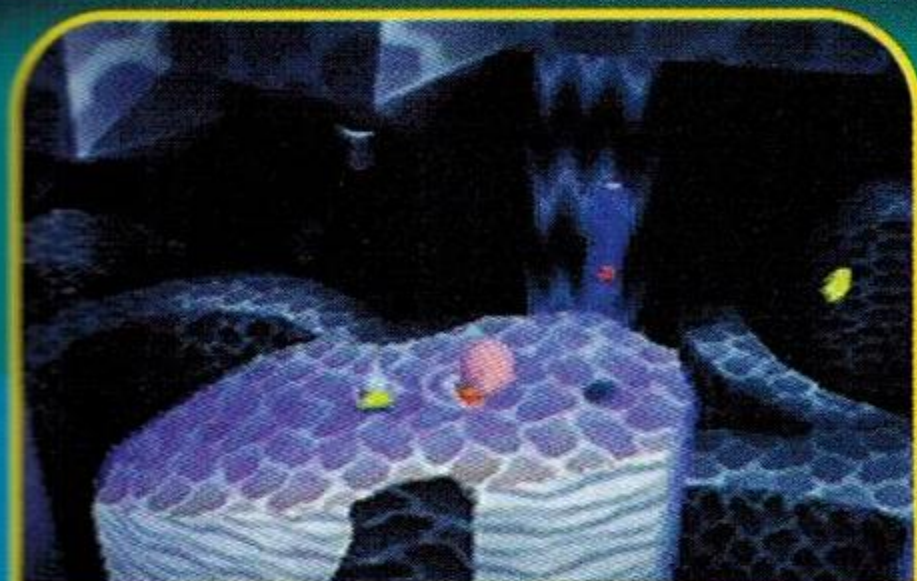
02

The next chamber is a little tricky. Shotzos are mounted in the ceiling, Drops are dropping down, and waterfalls threaten to push you off of every pedestal you land on. Be careful!



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Neo Star



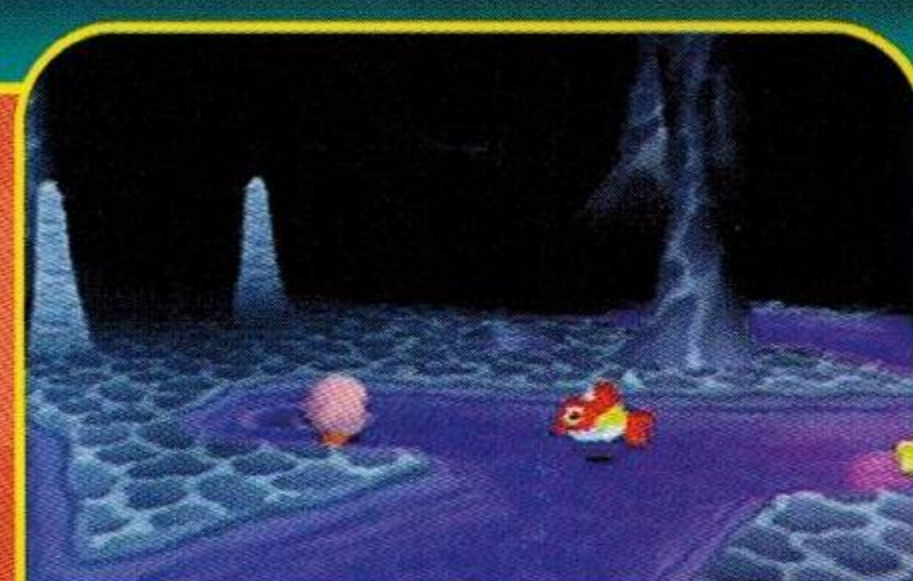
02

Combine short flights with expert timing to avoid all the cannonballs.



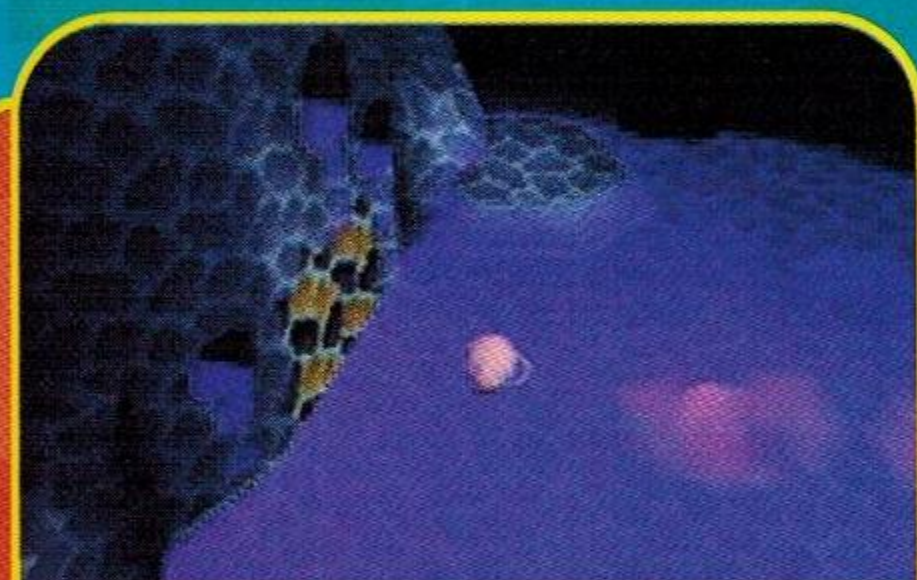
02

When the pedestals start getting smaller, you know you're near the end. Exit to the right.



02

Walk through the shallow pools of the next area, destroying your enemies and collecting food and stars as you go. There's a nasty surprise waiting.



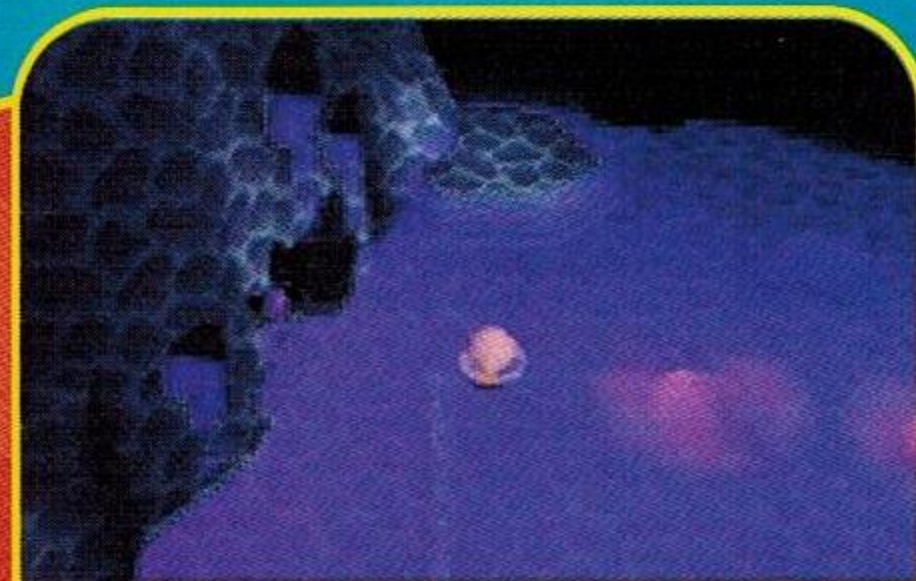
03

After the final drop-off, you spot a brown and black wall. You need a stone/bomb combo power to get to the shard on the other side.

Tip



This is a quick shopping trip but a difficult return. Go back to Aqua Star, Stage 2 to quickly find the stone and bomb powers. Be very careful as you return. The bomb/stone combo is one of the few combos that can hurt Kirby. Remember; press ↓ to use the helmet. It helps Kirby avoid the explosion. You must restart Neo Star, Stage 2 to return to this location—but be careful. Try not to use your combo power; otherwise, you may get injured in the blast and have to start the whole process over again.



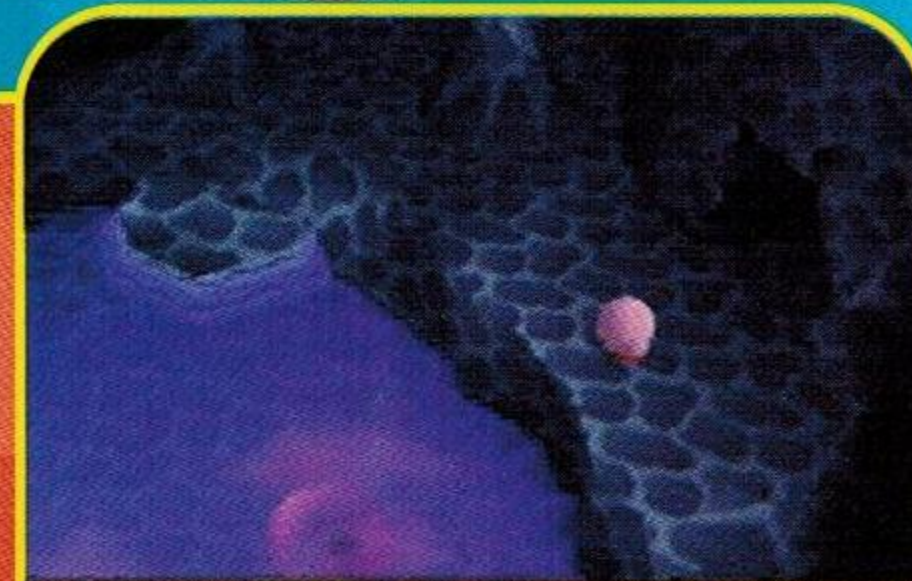
07

Once you've returned with the correct combo, blow up the wall, remembering to run away after you place the dynamite. It may take two tries. Grab the shard.



07

Get rid of the deadly combo.



07

Exit to the right.

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The Crystal Shards



You enter a room full of Drops. Dodge them as they drop, inhaling and exhaling them at the others. Quickly destroy them all and exit to the right.



The next area consists of platforms that rise and fall, potentially squishing Kirby in the process. Your success in this area depends on your timing, patience, and greed for goodies.



The correct strategy involves quick bursts of speed followed by waiting for your next opportunity to move.



The platform with three stars is near the exit. Continue to the right.



Two quick jumps over the final rising platform and you're home free.



Grab supplies from the picnic and head to the next adventure. You must find three more shards.



You're up in the clouds for this stage. Start by swallowing a needle power from the Punc.



Combine the needle power with a stone power from a Cairn along the way. Then continue walking, avoiding, or destroying your enemies and grabbing all the stars and food you can find.

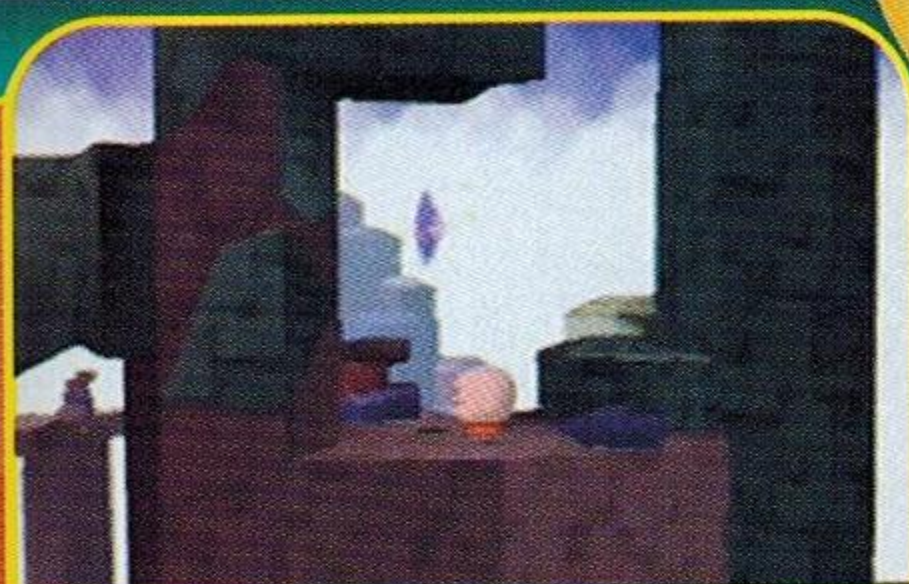


You soon see the first shard, trapped beneath a ledge, covered by an orange/brown slab. Use your needle power to break through the slab.



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Neo Star



07

Jump down and grab the shard. Jump back up and continue walking to the right.



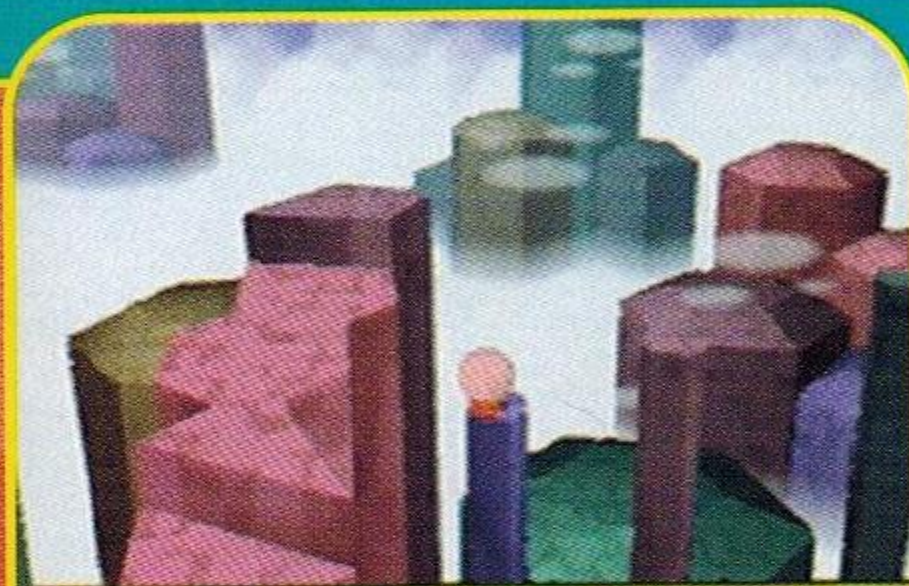
07

The heights get even higher as you continue, and that means the falls are steeper. Be careful.



08

Use patience when dealing with the Pterans. Let them fly by, then inhale and exhale them before proceeding.



08

Be extra careful on the very narrow ledges. Don't try to race the Pterans that fly past you. Eventually, you encounter Adeleine painting one of three pictures—a hat, a pizza, or an umbrella. Make a note of which picture she's painting and continue to the right.



06



06

Ah, your canvas awaits. Recreate the picture you just saw in the crates that hang in midair.

Making pictures

Copying artist's pictures is quite simple. Just follow a few steps.

Umbrella



05

Start with this.



05

Cut away the outer edges, leaving a triangle on the top and a handle on the bottom.



05

And before long, you have an umbrella with a shard in the middle.

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The Crystal Shards



Pizza



Start with this.



Round the edges of the square.



Then take the slice out of the lower-right corner. Viola!

Top Hat



Start with this.



Leave the bottom row intact and remove one row in on each side.



Ta-da!



Once you've gathered the shard from the center of the work of art, continue to the right. Here, crumbling stone platforms complicate your travels.



Again, short jumps and timing are everything. Watch out for enemies along the trail as well.



Climb the platforms, collecting stars and food from the small caves along the way. Jump to the large green rock.



grab the shard just below it. Fly back up.

On the right side of the green rock, jump down, grab the star, then

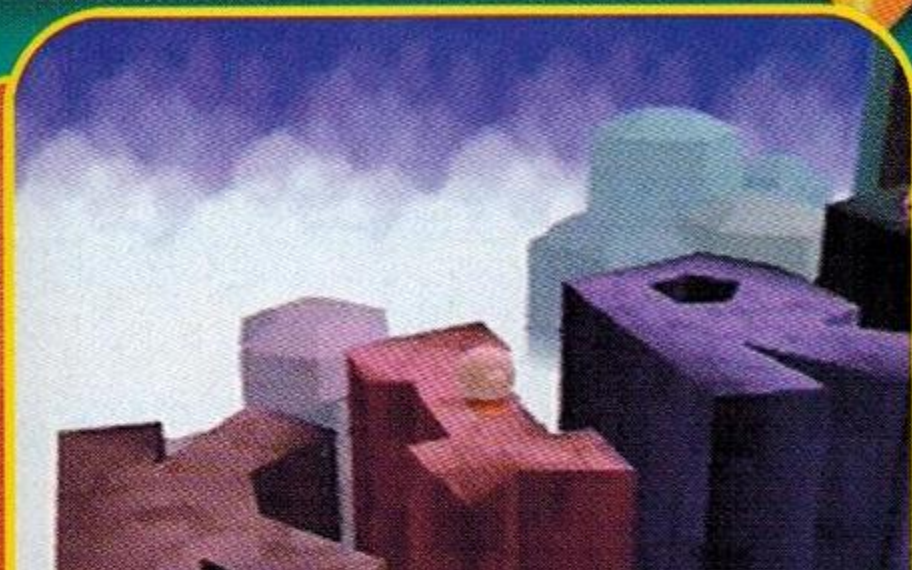
Continue to the right, and be extra careful when jumping from platform to platform with the Bronto Burts in between. Time your jumps so you just touch the platforms. This prevents Kirby from running out of breath during the short flights.





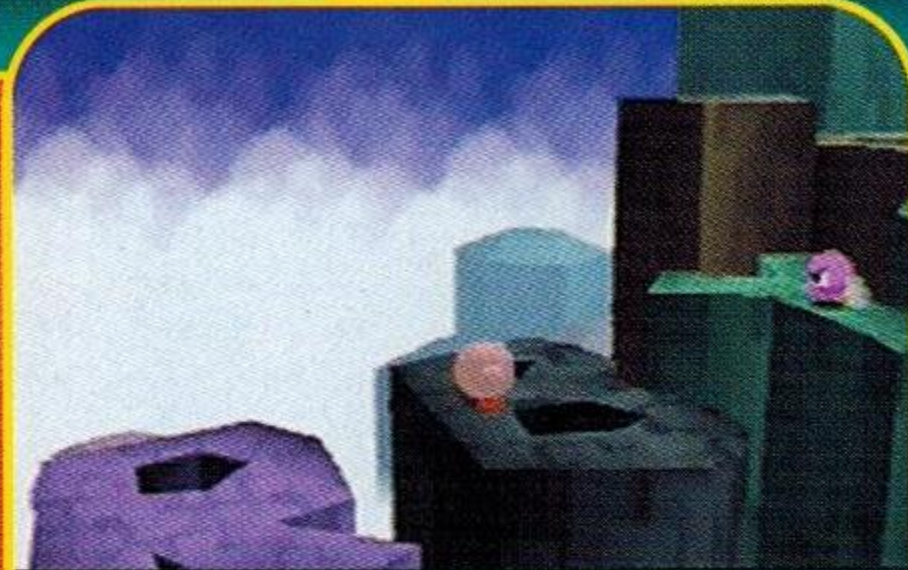
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05

Continue to the right. Hey, is that rock formation spelling something?

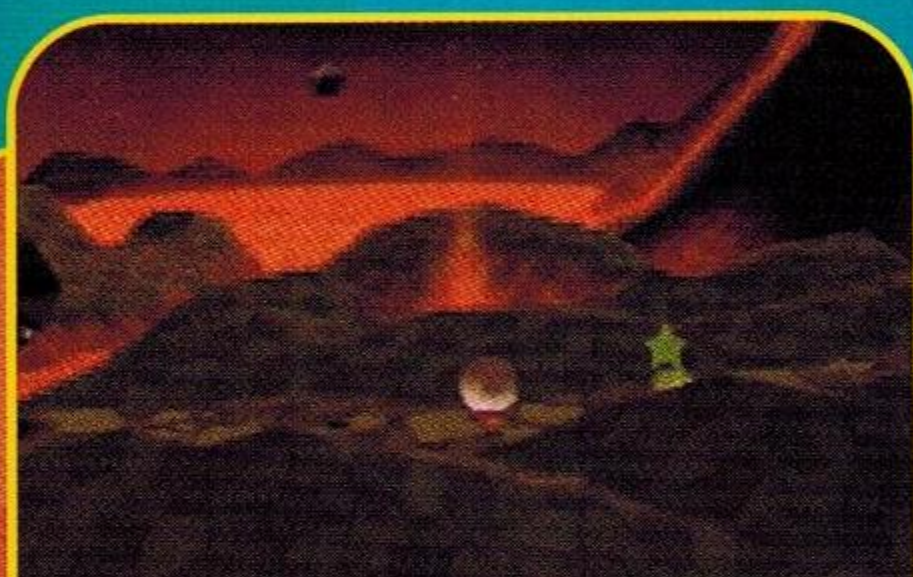


05

After jumping over your name and destroying the Bronto Burts, exit the stage to the right.

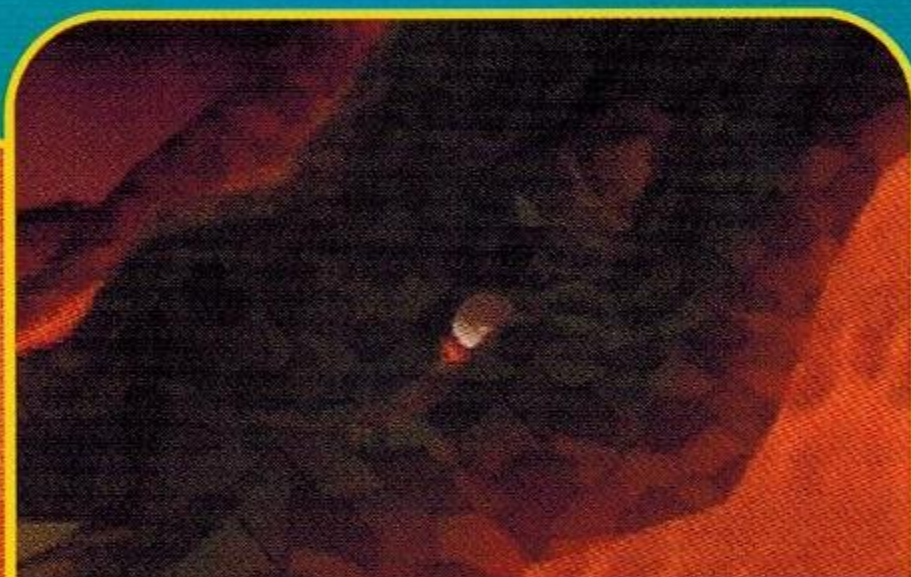


Whew! Get some goodies at the picnic and get ready for the fourth stage.



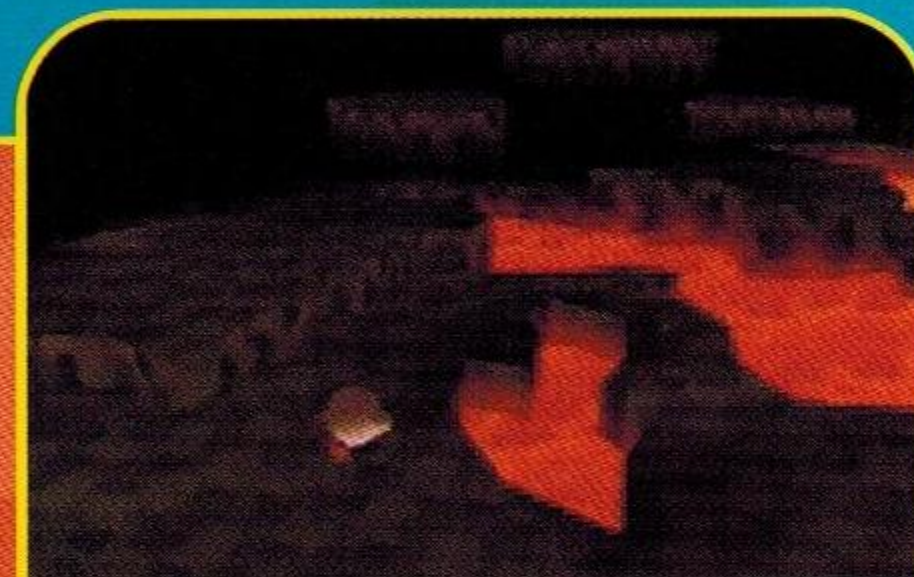
04

Time to run for it. The volcano is exploding, and rocks are falling everywhere. Run and jump over lava streams, and inhale/exhale falling rocks to get through.



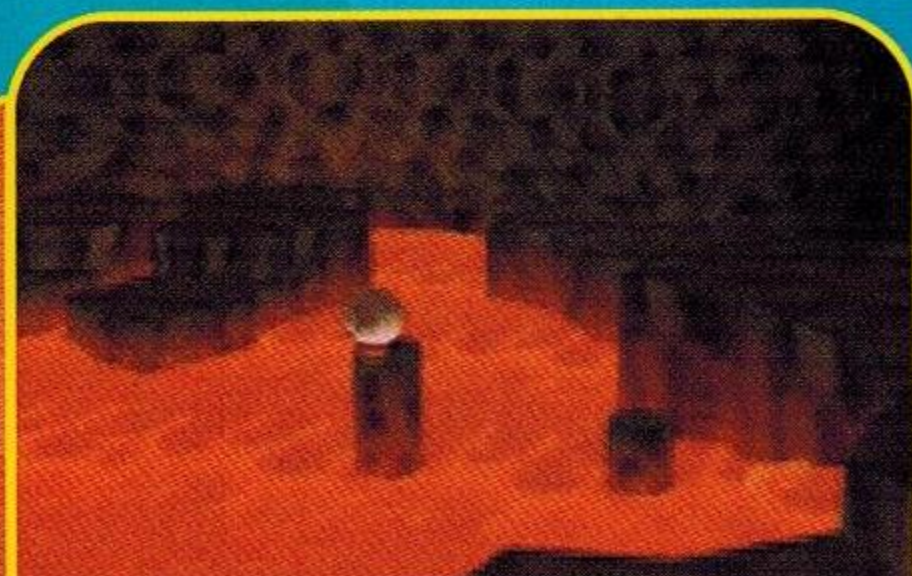
04

Exit the area to the right.



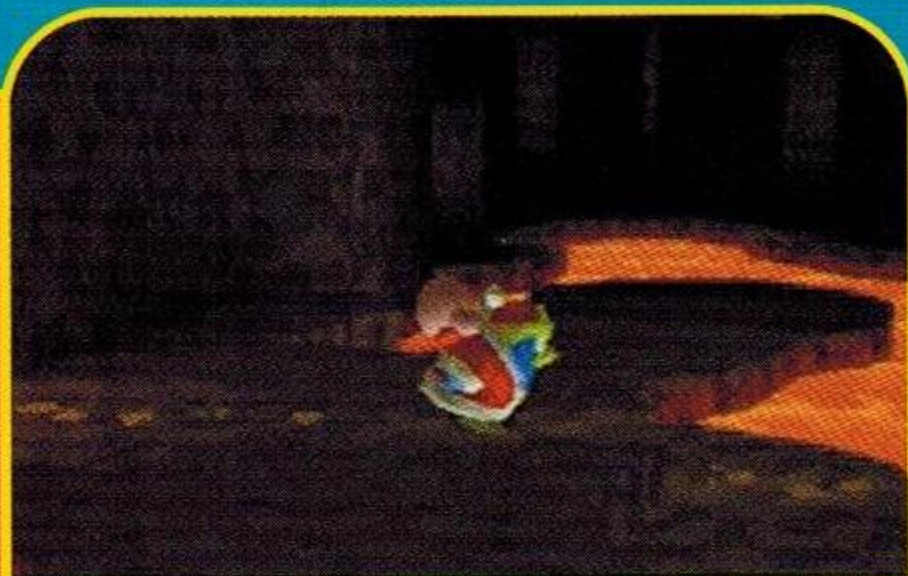
04

In the next area, Burnises pass over, dropping rocks. Avoid them while traveling to the right. Be careful. Chunks of the floor break off and move to the right while you're on them. Enjoy the ride!



04

Be careful jumping. Lava is hot and damages you very quickly.



04

As you enter the next area, King Dedede appears and takes Kirby on his back. There's strength in numbers, so Kirby hops on.



04

Use King's Dedede's mallet to smash through the stone columns in the cave. Be careful to jump over the lava flows.

KIRBY 64

The Crystal Shards



Remember, King Dedede's mallet can be used for offense and defense.



Move quickly to attack the Galbos; otherwise, they'll wake up and hurt you.



Smash both the top and bottom of the column just past the two Galbos—a shard is hidden in the top half. Grab it and continue.



Destroy the last few enemies and exit to the right.



Carefully navigate the bridges over the lava in the next chamber. Pick up food and stars along the way.



Watch out for Burnises from above and Magoos from below.



Jump or fly over four lava falls, but watch out for the Galbo at the end of them. Exit the chamber to the right.

The next chamber has the shard hidden in it. This time, however, the color of the pedestal in the center of the room isn't a clue; the location is. You're in the middle of a volcano. You need ice power to freeze the hot lava and then blow it up. Time to go shopping. You can find the powers you need on stage one of Aqua Star.





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Neo Star

Note

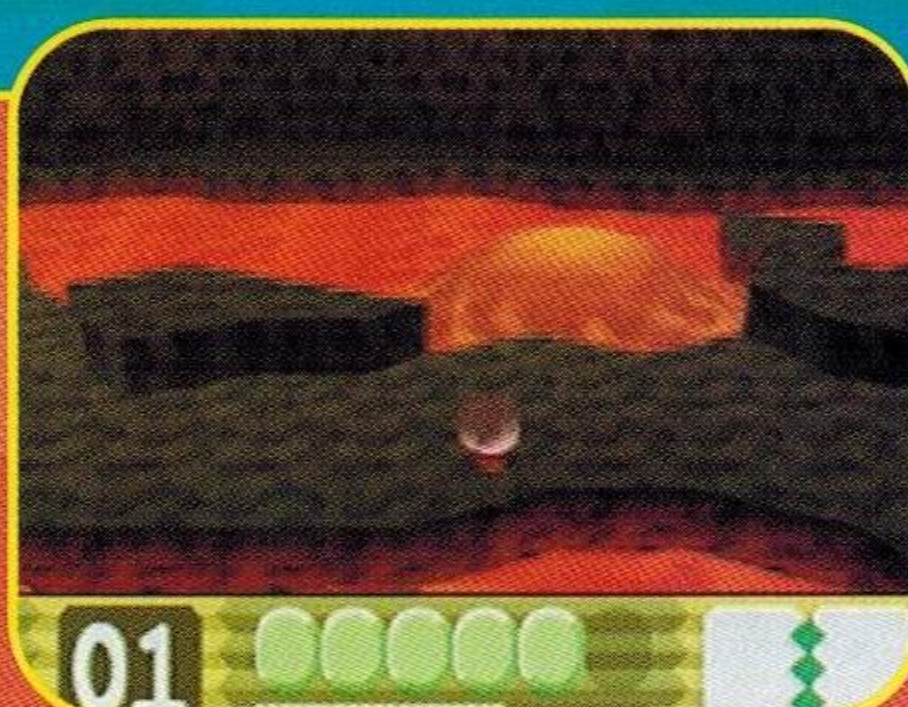
This is another easy shopping trip. The real challenge lies in returning to this spot with the combo power intact. You may go through a few lives trying to get back to this location with the ice/bomb combo.



Once you've returned to the site, use the combo power to destroy the pedestal. Be careful. If you stand on top of the pedestal, as shown here, you'll drop into it. While you'll still get the shard, you'll also get injured when you fall into the lava below. Therefore, destroy the pedestal while you stand *beside* it.



Grab the shard and go to the right.



Continue into the large chamber to the right. Destroy the Bobos and Burnises along the way.



After a short distance, Kirby stops. A giant explosion sounds from behind him. The wall of lava near the entrance has broken through. It's time to run.



You can make this run if you stay calm. Jump over obstacles and pick up food along the way.



Once the pathway begins to curve, you're almost to the exit. Keep running and you'll be home free—sort of.



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The Crystal Shards



Inside the next room, start flying up and to the left immediately. The lava is coming in through the bottom of the room.



Fly toward the left and grab the shard as you fly past. Keep going up, now moving to the center of the chamber.



At the top of the chamber is a series of alternating wooden platforms with stars on them. Fly up between them all, landing on the platform beneath the crates. Jump into the bottom row of crates, making a hole. Then fly into the hole, destroying more crates as you go.



You're almost safe. Fly upward just a little bit more, avoiding the Fishbones.



Fly up and out of the volcano.



Whew! Get some food from the picnic if you need it, and enter the final stage of Neo Star.



It's time to fight Magman. Jump from platform to platform, avoiding the lava streams Magman sends your way. Learn his pattern quickly—his attacks repeat.



Inhale and exhale the Magoos. Fire them at the lava columns that come from Magman.



Keep dodging and firing.



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He finally falls—but wait. This isn't over just yet.



Quickly jump to the right as Magman follows you onto land. Get ready.

Tip



Magman has three attacks—shooting fire, releasing Burnises, and shaking the roof, bringing rocks down. Get close to him when he shoots fire—he can't hit you when you're under his mouth. Inhale and exhale the other objects back at Magman's face for maximum effect.



Duck as Magman shoots fire at you.



Jump as he switches sides.



Fire any objects you inhale at his face. Keep up this pattern to quickly take him down.



Grab the crystal shard that appears when he falls.



Another world is saved.



On to Shiver Star!

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The Crystal Shards

Shiver Star



Snowy and cold, Shiver Star is a winter wonderland—a wonderland full of monsters and Dark Matter.



Your first adventure on Shiver Star begins in the arctic tundra with three shards to locate.



Begin this stage by heading to the right, avoiding or destroying enemies along the way. Pick up and hold onto a burn power as you go.



Soon, you come to a series of cliffs with ladders. Climb up to the top, grabbing the goodies you need and avoiding or destroying the Pterans along the way.



Grab the cake and other goodies as you climb.



At the top of the cliffs, continue walking to the right. It's time to meet up with Waddle Dee again.



Waddle Dee soon appears with his toboggan. Kirby jumps on board, and the two are off for a harrowing ride.



As on your other rides with Waddle Dee, jump when he says, "!", and don't worry about your enemies. The toboggan destroys them with no harm to Kirby.



There are five stars inside this igloo.



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Shiver Star



A shard lies in your path as well. Pick it up as you slide by.



Be careful during this final series of jumps. Miss one, and Kirby will be injured.



Just like your other rides with Waddle Dee, this one ends with the riders being thrown. Don't worry—you don't take any damage from the impact. Kirby flies into the igloo to the right for the next area of the stage.



You need that burn power here because two Noos and a giant Chilly live inside the igloo. You must defeat all three. Unfortunately, the Noos fly and throw ice chunks while the Chilly is on a slightly lower level than you are, complicating your attack strategy.

You need that burn power here because two Noos and a giant Chilly live inside the

Continue to pound on the Chilly while avoiding the Noos. It's tricky, but you can do it. If the Noos or the Chilly defeat you, you'll need to start the stage over again, bringing a burn power from the beginning.



Once you defeat all three, the shard appears in the ice chamber in the ceiling. Use the burn power to destroy the chamber, then grab the shard.

Note

If you can't destroy all three enemies, continue to the right, get the burn power, and come back. The shard will be gone. You can only claim the shard when you enter the room from the left, and to do that, *you must already have the burn power* when you face the Noos and the Chilly. If not, you'll need to restart the stage.



KIRBY 64

The Crystal Shards



Once outside, you find yourself on the ice, literally. Be careful as you walk. Ice is slippery and it takes Kirby longer to come to a full stop when he's walking or running.



Jump through the holes in the ice to grab the goodies underneath. Be careful. Given that the camera stays above the surface of the ice, the visibility isn't that great. So watch where you're going, or you could end up running into an enemy.



Along your path are four hills that look like upside-down ice cream cones. Be careful as you fly over them—a Chilly is on top of each one. Also watch for the Propellers and Nrufts on the ice between each cone. Go under the ice past the third cone, and go through the tunnel to the area under the ice between the second and third cones.

Do the same on the fourth cone (go under via the hole in the ice between the third and fourth cones).

However, this time go through the tunnel to the right, in the fourth cone. Watch out for the Slushys.



Continue to the right and grab the shard. It's at the base of the wall that makes up the shore at the surface.



Once you grab the shard, a cave opens behind it. Go into the cave and grab the food. You can't see Kirby in the small cave, but you can see his health increase.



Go back through the tunnel, out and up to the surface, and continue to the right. Watch out for the Propeller and continue to the right to the final area of this stage.



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Shiver Star



The only trick to this area is to avoid the Ignuses the Putts roll down the hills at you as you walk along. Fly to the platforms. The Putts roll the Ignus down the hill when you land. Continue to the right.



Once they've rolled their Ignus away, the Putts are harmless. Watch out for a couple of Yarikos, Chillys, and Emps in this area as well.



Finally, avoid or destroy the Maws hiding in the ice crevasses, and continue to the right. You made it.



Grab what you need from the picnic and get ready for Stage 2. You must find three more shards.



Begin this stage by walking to the right, up to the top of the hill.



Jump over the hole at the top of the hill and continue down the other side. Grab the star and return to the top of the hill.



Jump into the hole. You land in a Zebon that shoots you up, up, and away.



You land in the clouds of Shiver Star. Continue to the right, avoiding or destroying the Bronto Burts and other enemies in your path.

KIRBY 64

The Crystal Shards



Cloud hopping is a little tricky at first, but once you get the swing of it, it's no problem. It's the same as jumping on the ground, except that the ground is a long way down.



Just after the three small cloud platforms that move up and down, jump through the hole in the cloud, just under the Bronto Burt. It's okay; there's another cloud down there.



Walk to the left and pick up the shard on the edge of the cloud platform, then walk to the right. From there, you can jump or fly up and continue to the right.



Continue, grabbing the food under the next series of cloud platforms if you need it.



Exit this area through the doorway to the right.



Walk to the right and encounter another Zebon. Go ahead and jump into it—there are no more items to the right.



The Zebon bounces Kirby into the sky—and right into another Zebon.



Tip



Controlling your flight out of a Zebon is easy. Just wait until the Zebon looks in the direction you want to travel, then press **A**.



Wait until the Zebon looks to the upper-left of the screen, then press **A**. You're bounced right into a shard and another Zebon, who bounces you back.



to collect stars and food. Don't worry about the enemies floating nearby. Flying through them destroys them without harming Kirby. Save bouncing Kirby straight up for last.

Likewise, press **A** when the Zebon looks in each direction



The straight up bounce sends Kirby to another Zebon, who sends him to another cloud layer.



As always, walk to the right, but be careful of the Mopooos who pop out of the clouds as you walk by. Grab the stars as you go, and throw enemies at one another to destroy them.



Again, be careful while you're cloud-hopping. Be especially careful near the Ticks, who send up their spikes as you walk above them. Inhale and swallow one of the Ticks as you pass it, or come back later for its power.



You eventually come to two small cloud platforms guarded by a Scarfy. Destroy the Scarfy and jump up to another cloud layer.



Head to the right, but watch out for the Pterans and the Mopooos all around.



Grab the stars floating over the holes in the clouds, but coax the Maws out first. While the Maws are resting, jump and grab the stars.



Continue to the right, but watch for the Maws hiding in the clouds above you.

KIRBY 64

The Crystal Shards



After passing a Sparky, you finally come to a doorway in the clouds. Go through it.



This is the final chamber. The shard appears in the central orange/yellow box. If you don't have a needle/spark combo power, head back the way you came to collect the needle from the Ticks and the spark from the Sparky who was just outside.

This is the final chamber. The shard appears in the

Tip



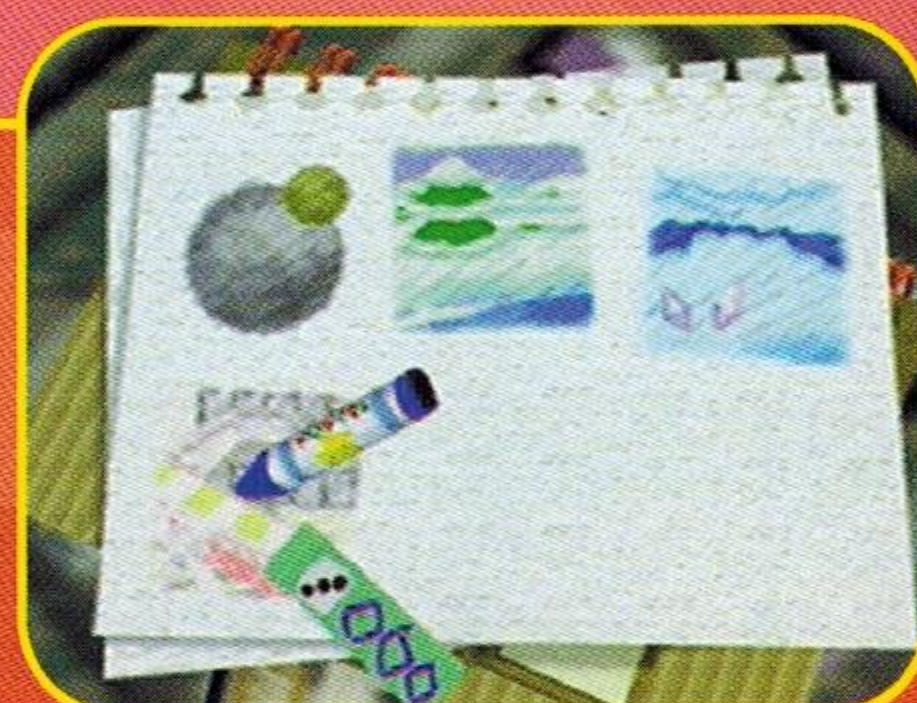
Nabbing the final shard is easy. Just enter the room with a needle/spark combo and immediately destroy the box. Once the box is gone, get rid of the combo power by throwing the star at the giant Mopoo that appears. Inhale and exhale the Propellers at the giant Mopoo until it's destroyed, then grab the shard.



Once you've destroyed the box, ditch the combo star, dodge the giant Mopoo, and exhale Propellers at it as it passes. Stay on the ground. It's too difficult to fight the Mopoo while flying.



Once the giant Mopoo is destroyed, the shard appears. Grab it and head out the door on your right.



Get what you need at the picnic. You've got three more shards to locate in the next stage.



You begin this stage in front of a giant building. Head to the right and into the building.



Ride the conveyor belts up, watching out for the Poppy Bros. Jrs., Sirkibbles, Bronto Burts, Bouncys, Putts, Ignuses, and Gordos along the way.

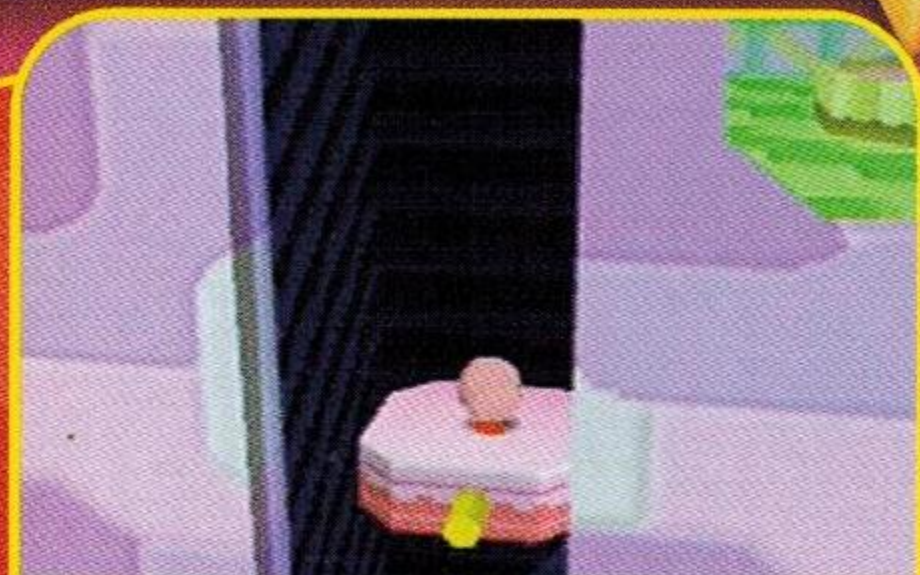


At the top of the area, grab the shard on the leftmost level. Fly over the final Putt and Ignus and out the door on the right.



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Shiver Star



02

You find yourself on an elevator going up. Cross the first level, dodging or destroying your enemies.



02

Ride the second elevator up and walk across the area, watching out for Gloms and Fishbones. Ride the next elevator up.



02

Watch out for the Ticks and Pupas on this level, and continue to the right. Ride the elevator up.



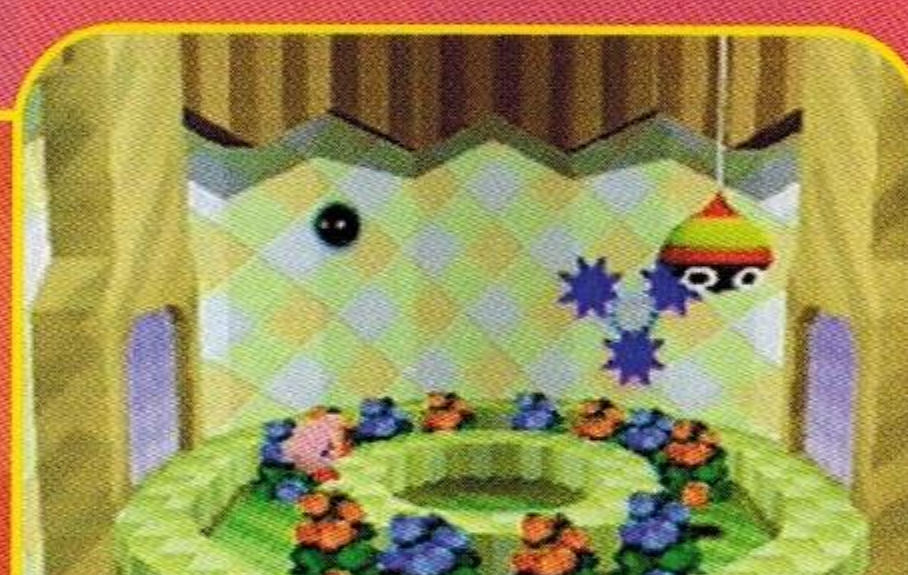
02

Avoid the Gordos and I's, and cross the level to the left. Ride the next elevator up.



02

Dodge the cannonballs from the Shotzos and the bombs from the Poppy Bros. Jrs., and cross the floor. Exit using the door on the right side of the floor.



02

You enter a chamber with a giant Pupa and two Bos. Be careful; the Pupa can crush you when it drops from the ceiling.



02

Remember that the Pupa never drops twice in the same location, so inhale the Bos and exhale while dodging. It doesn't take many shots to destroy it.



02

Grab the shard that appears once the Pupa is destroyed. Exit to the right.



02

In the room, Adeleine has left another clue for Kirby—a combination of three pictures. What do they mean?

KIRBY 64

The Crystal Shards



Adeleine's Artwork

Deciphering Adeleine's clues in this room is pretty easy. She's painted three objects, each of which is associated with a specific color.



For example, in this instance, Adeleine has painted cherries (red), grapes (purple), and an acorn (brown).



In this case, she's painted an acorn, a honeydew melon, and grapes.



In this case, it's an orange (orange), cherries, and a peach (pinkish).



Finally, this time around, she's painted cherries, a lemon (yellow), and an orange.

Remember the colors associated with the objects as you move into the next room.



In the next room, you find a series of colored buttons. Push down the three

buttons that correspond to the colors of the objects Adeleine painted (in this case, it was red, orange, and green). Grab the shard that appears once the buttons have been pushed, and continue to the right.



Walk through the next room, avoiding the Gobblins and the Yarikos' spears, and exit to the right.



Watch out for the falling bookcases in the next room, and keep moving to the right.



Swim through the aquarium in the next room. Watch out for the Kany.



Dodge the Sawyers and Turbites in the next room, and keep going.



Watch out for the Bivolts that live on the poles in the next room, and keep moving.



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Shiver Star



01 Dodge the cannonballs from the Shotzos, and exit this stage.



Grab what you need from the picnic, and head to the fourth stage of Shiver Star. You've got three shards to locate.



01 You're outside the main factory on Shiver Star. Before jumping down the hole, go past it and pick up the food on the far right.



01 Once you jump down the hole, Kirby automatically grabs a ladder. Time your descent to avoid the Gordos on your way down.



01 Avoid the Sawyer at the bottom and head to the right. Ducking on the levels pushes Kirby through them, but time your movements so you don't hit the patrolling Rockns.



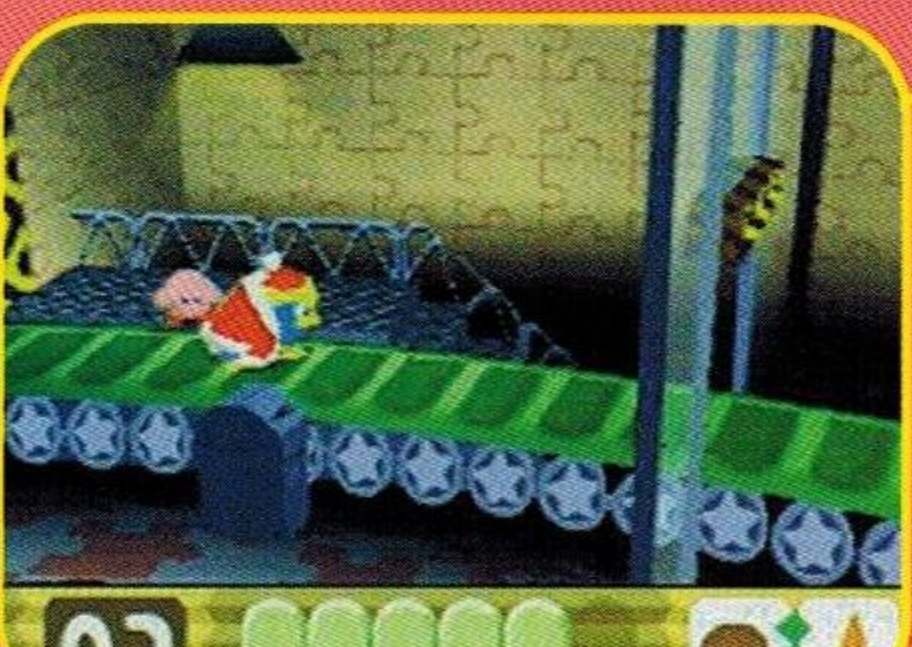
01 At the bottom, walk to the left, avoiding the Burnis that flies overhead. Another series of levels awaits; this time, every other one is guarded by a Shotzo. Be careful.



01 As you descend, check out the shard to your right. It's at the top of a stack of brown and orange crates. Time to go shopping for a needle/stone combo power. Head back to Rock Star's second stage to find the powers quickly, then return.



01 Again, pass through all the levels, this time going all the way to the bottom. Fire combo power drills upward to destroy the crates, then grab the star. Return to the conveyor belt at the bottom and exit to the right.



02 Once inside the next area, King Dedede rushes in and picks Kirby up. Use Dedede's hammer to destroy the closed doors in your path, but watch out for the hammers of the giant robots.

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The Crystal Shards



Time your travels. The robots bounce up and down just before they strike. As soon as they do, break the door, walk through, and break the other door before the robot hits the conveyor belt again.

Note

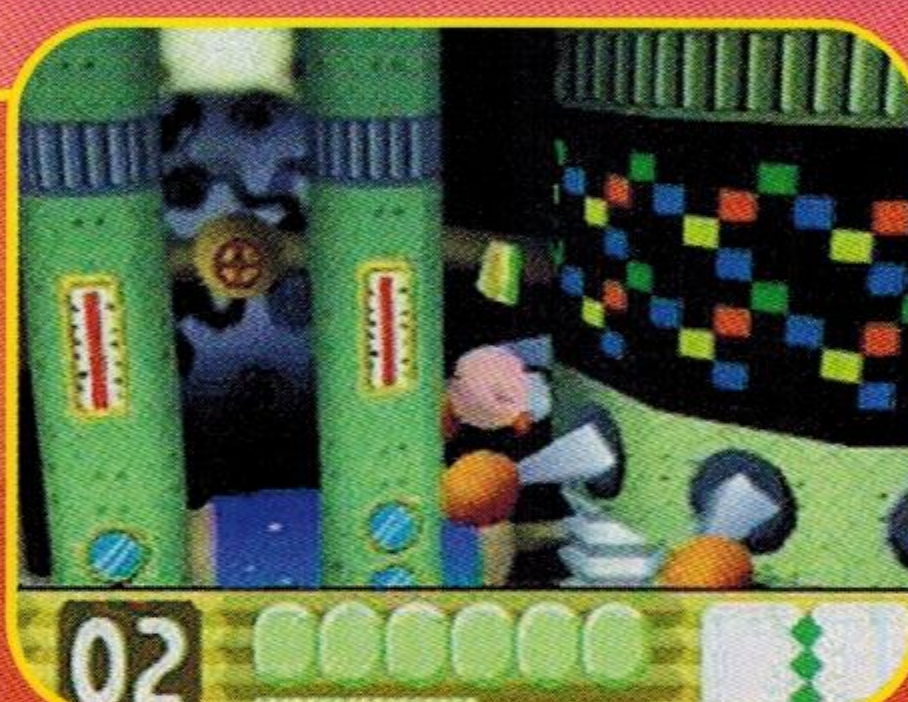
With a little practice, you can complete this area without stopping once, if you time it right.



Once through, King Dedede tosses Kirby toward the next chamber.



Be careful. This room is a series of opposing conveyor belts that move Kirby toward his enemies.



Be sure to fly up and grab the food and stars above you as you dodge and destroy enemies.



Along the way, grab a cutter power by inhaling and swallowing a Sirkibble. Near the end of the conveyor belts, throw the cutter power star up at the Turbite to form a cutter/spark combo star. Swallow the combo star and continue to the right, through the door.



Inside the next room, use the combo power to destroy the green and yellow cage near the ceiling. Fly to the bottom of the room. Throw the combo star at the Burnis that flies overhead. Once the star is gone, inhale and exhale the Magoos at the Burnis until it's destroyed.



Fly to where the cage was and grab the shard. Fly to the right and exit the room through the door.

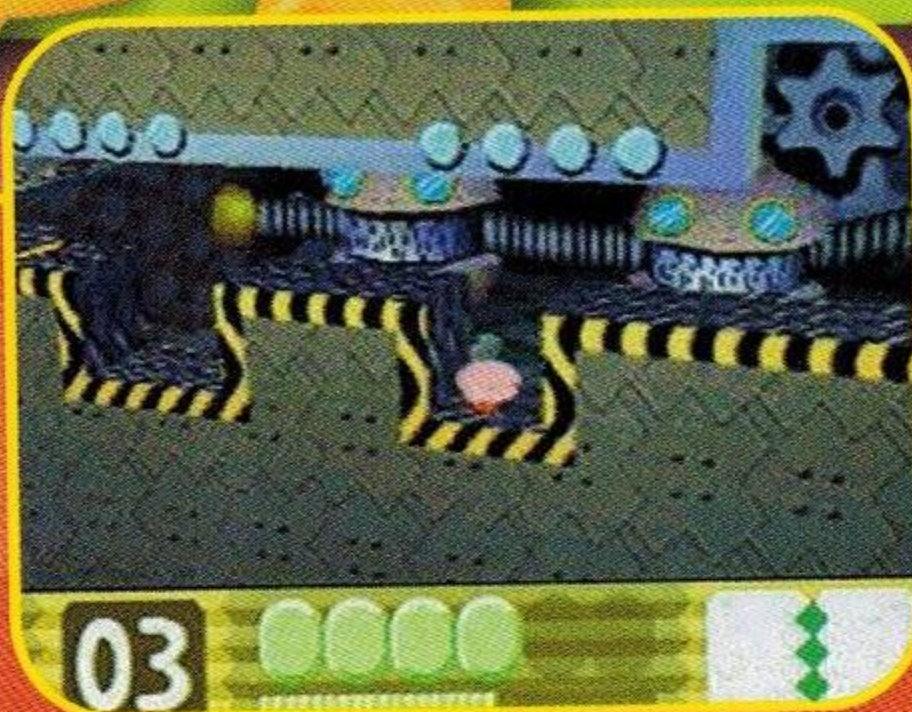


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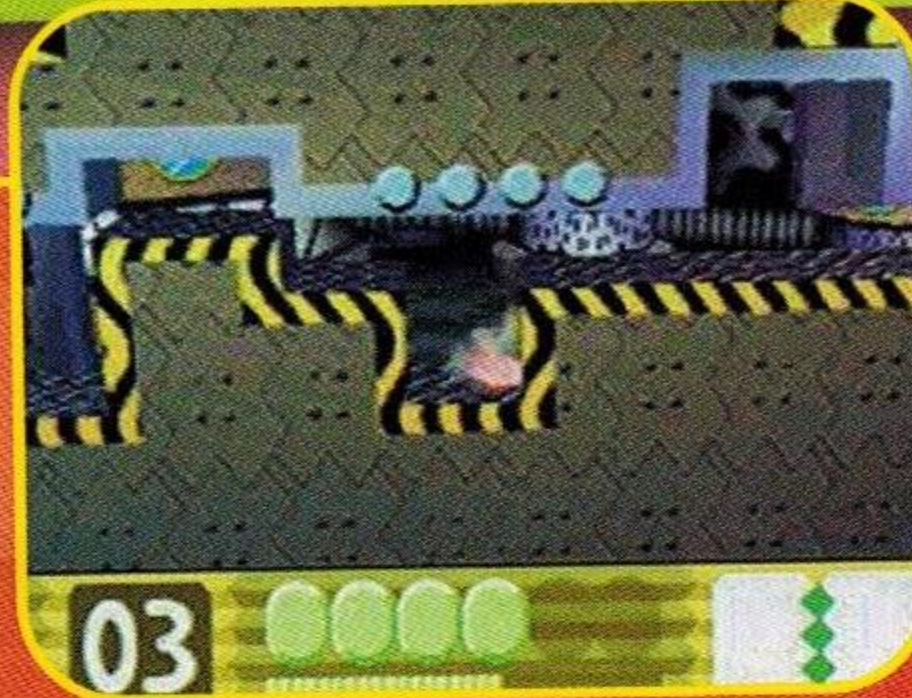
Shiver Star



Get ready for some precise timing and running. This room has five large machine presses that Kirby must run under. Look ahead before you run so you can find your next stopping point.



With two quick jumps, you can make it this far before the press comes down again. You can stop in the next safe area or continue past it to the area between the presses, where you must avoid the cannonballs from the Shotzos.



Stop in the second pit in the second press works. Again, you can stop in the next safe area, or continue to the area between the second and third presses.

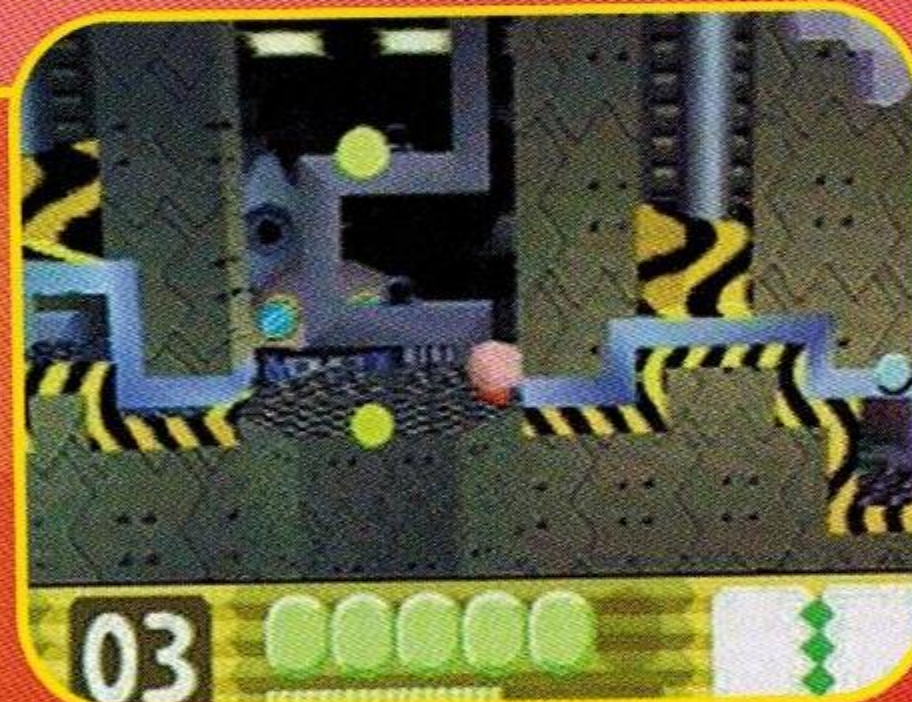
Tip



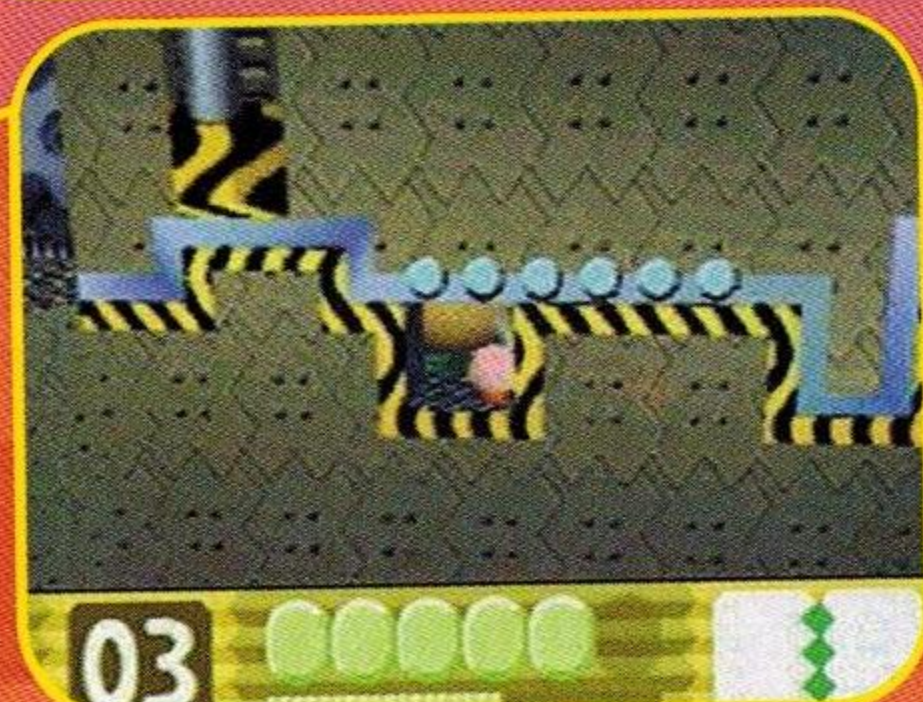
These presses don't just injure Kirby. If they crunch him, that's one life lost, and you have to start the area over.



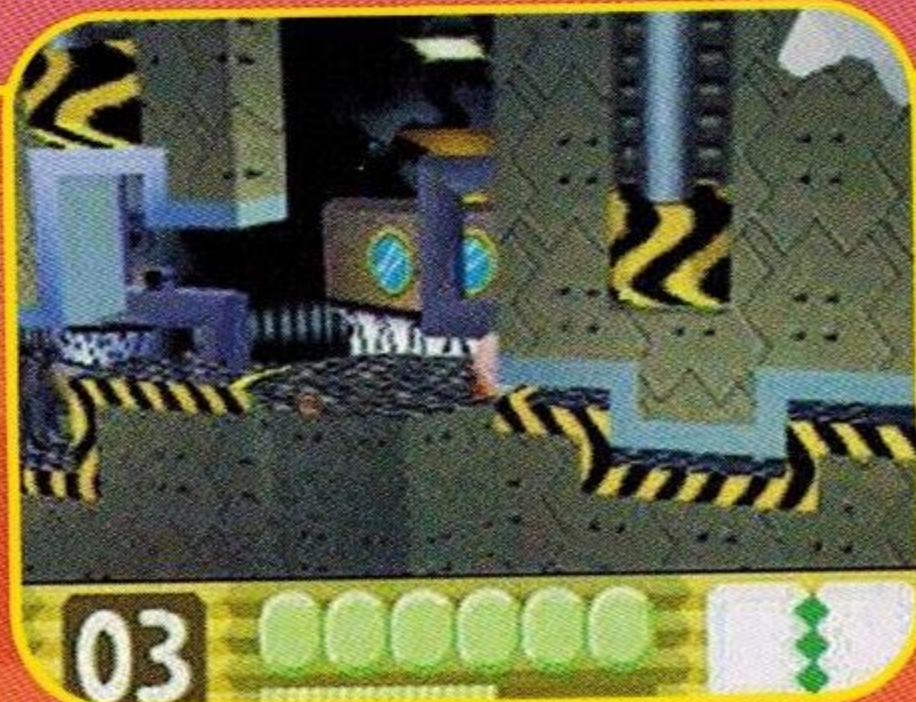
The third press is a little trickier. Stop in the first pit and allow the press to come down. As it rises, move to the next safe spot, just visible on the right side of the picture. Move!



The fourth press is tougher yet. When it's down, press Kirby against it so he's got plenty of time to run once it lifts. Stop in the first pit.



Your next safe spot is on the right. Get ready because you have to make a short flight to get there safely.



Get ready for the fifth and hardest press. Your first rest stop is barely visible at the far right.



Use the rest stop, then jump to the next pit. You're almost there.

KIRBY 64

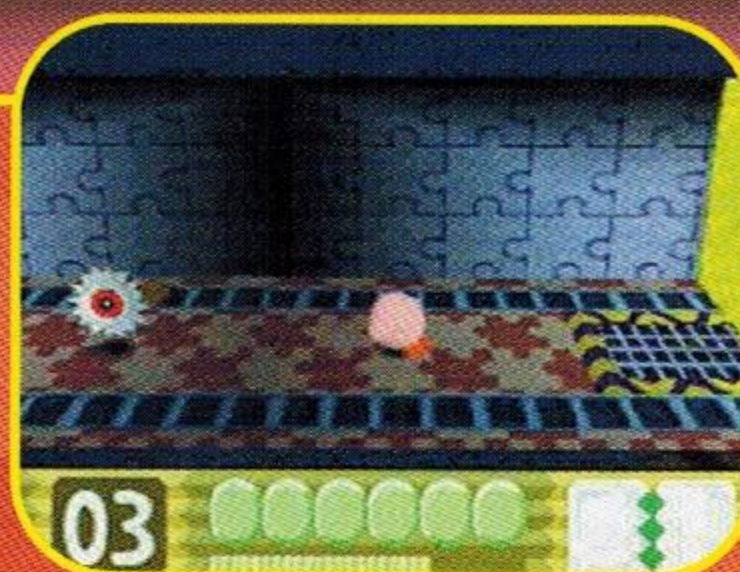
The Crystal Shards



Exit to the right.



Dodge the Pluggs in your path and fly through the grate in the ceiling at the right end of the hallway.



As soon as you fly through, run to the left, destroying anyone in your way. A robot is pushing an energy wall at you. Fly through the grate in the ceiling at the left end of the hallway.



Repeat and alternate this pattern as you climb: run and destroy.



On the fourth level, quickly jump over the Scarfys, run all the way to the right, and grab the shard before the robot reaches you. Fly up to the next level.



Fly up again. This time, however, stop on the wall halfway down the hallway.



Wait until the left robot is back up, then fly through the grate on the left.



Destroy the two Zoos on the top level and exit to the right.



Grab what you need at the picnic and get ready. You must face two bosses to get the final shard of Shiver Star.



As you begin the final showdown, you're on a narrow ledge high above Shiver Star, facing HR-H. Immediately run to the far right-hand side of the ledge.

Note

R-H has four attacks. It swings its arm over the ledge, fires a laser beam at the ledge, fires rockets at the ledge, and smashes both of its arms down onto the ledge. Learn to tell when each attack is imminent, and how to dodge each one.



Prima's Official Strategy Guide

Shiver Star



01

Jump to dodge the laser beam, but stay in the corner



01

Jump to dodge HR-H's arm swing.



01

Inhale the rightmost rocket HR-H fires at Kirby and wait. Don't swallow it.



01

Watch your timing and jump when HR-H smashes its arms together. Exhale the rocket at its arm, then move toward the center, but not too close.



01

Inhale one of the chunks of pavement HR-H breaks free from the ledge, and exhale it quickly at HR-H's arms.



01

Continue this pattern, adding attacks on HR-H's right arm as it swings it over the ledge. Patience and persistence will pay off, and the boss will ultimately fall...



01

...only to be replaced by another! After it's defeated, HR-H transforms to HR-E, chasing Kirby along the ledge.



01

Again, inhale the rockets and warheads HR-E fires at you while dodging its scissor-like claws. Fire weapons at the black region near HR-E's "head" to damage it.



01

Patience and persistence again win the day. Grab the shard that appears when HR-E falls.



Five worlds have been saved, but one more remains—Ribbon Star.



It's time to go to Ripple Star and end the threat of Dark Matter once and for all.

KIRBY 64

The Crystal Shards



Ripple Star



The once-beautiful world of Ripple Star has been taken over by Dark Matter. It's up to Kirby and his friends to save the day and all of the fairies on Ripple Star.



There are only four stages on Ripple Star, and they're tough. The first stage has three shards hidden in it.



This is a simple stage, reminiscent of the first stage on Pop Star. Just move to the right, destroying enemies and collecting goodies as you go.



You soon find the first shard, guarded by two Ghost Knights. Grab the shard and destroy one Ghost Knight. Inhale and swallow the other, keeping the needle power.



Continue to your right, cross the stream, grab the tomato, and enter the building.



Quickly defeat the giant Sawyer and two Bronto Burts with your needle power.

Tip



You can quickly destroy the Sawyer by sitting near the right door and continuously using your needle power.



Grab the shard that appears once the enemies are destroyed. Exit the building.



Continue to your right, destroying any enemies in your path. As you go, inhale and swallow a bomb power (from Poppy Bros. Jr.).



You come upon a tan and black pedestal in the middle of the next stream you encounter.



Destroy the pedestal and grab the shard that was hidden underneath.



Prima's Official Strategy Guide

Ripple Star



02

Continue to your right and exit the stage.



Grab what you need from the picnic and get ready for the second stage of Ripple Star.



02

In the next stage, you're heading beneath the surface of Ripple Star, through a passageway just to your right.



02

Don't worry about the Kekes in the background—they won't harm you. Jump down the hole near Waddle Dee, and pay close attention as you fall.



03

During your fall, you pass a green band and a yellow band, both painted on the wall behind you. Yep—you need to get a cutter/spark power combo. Continue to fall.



02

At the bottom of the hole, you see why you need the combo—there's a shard-containing pedestal down here. It's time to go shopping to get the combo power.

Tip



You can quickly find what you need in the first stage of Ripple Star and the third stage of Shiver Star. Return to the pedestal once you have the spark power.



03

Once you return, destroy the pedestal and grab the shard. Exit this area through the door on the right.



02

The next area is filled with water, and you can only see Kirby through a series of openings in the rocks. Don't worry though. There's really nothing that can hurt you until you reach the Fishbone on the right. Gather all the stars you see as you move to the right.



02

Destroy or avoid the Fishbone, and swim up and out of the water-filled chamber.

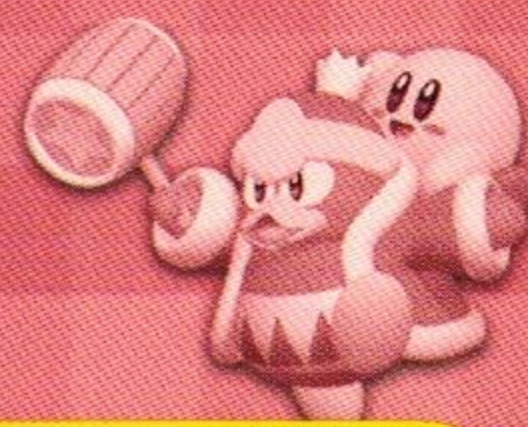


02

In the underground passage, head left, destroy the Flopper, and grab the sandwich. Turn and walk to the right, destroying the second Flopper along your way.

KIRBY 64

The Crystal Shards



Continue, avoiding or destroying the Pupa and Scarfy on the way.



Uh-oh! Just as Kirby reaches a narrow passage, a cave-in occurs. Don't worry—King Dedede will run in and clear the passageway for you.



Continue to your right, avoiding the Kany, Glunk, and Drops. Watch out for the Kapar on the far side of the hole in the floor to the right. Inhale and swallow the Kapar to get a cutter power here, or wait and come back later. Drop through the hole in the floor.



Defeat the Ghost Knight and walk to the left, destroying the crates as necessary so you can get through. Terminate the enemy near the hole in the floor and drop down again.



Continue this pattern, destroying enemies and dropping through the hole in the floor.



Soon, you drop into another water-filled chamber. Grab the stars in the area you dropped into, and swim to the left.



Grab the shard in the upper-left region of the chamber, and return to your right.



Jump out of the water through the hole on the far right. You're now in an area of the passage-ways you haven't been in before. Exit through the door on the right.



Adeleine paints you a lollipop. Grab it and continue. Your way is blocked by a series of crates.



Use the invincibility to break through the crates. As you move downward, you see objects located behind colored pillars, including a shard behind a green one. You need the super cutter power to get to the shard.



You must go back to the Kapar you passed earlier and get the cutter power so you can destroy the pillar.



Prima's Official Strategy Guide

Ripple Star

Note

If you want, you can collect the powers needed to break through the other pillars and grab the goodies. You'll have to go shopping for many of the powers, though.



Return to the area with the crates and use the super cutter power to plow through the crates that have magically reappeared. Use the super cutter power on the green pillar and grab the shard.



Head out of the area to the right, destroying the Ghost Knight in your way. Exit through the door on your right.



Jump on the platform in the middle of the room. It rises, lifting Kirby out of the stage.



Grab what you need from the picnic. You're almost done. You must find three shards in the fourth stage.



The good news is that this stage is fairly easy, and there's plenty of food, stars, and other goodies. The bad news is that all this "powering up" is just getting you ready for the final stage where you face the final boss of the game.



Exit the first room to the right, grabbing all the stars along the way.



You enter your first battle room. This is a sealed chamber where you fight many enemies at one time. Stay calm and inhale/exhale (or copy powers) to defeat them.



Once you've defeated the last enemy, grab the shard that appears in the middle of the room. Exit to the right.



Climb the stairs, avoiding or destroying the Bumpers and grabbing the goodies as you go. Remember to destroy the crates to find the stars inside.

KIRBY 64

The Crystal Shards



02

After the stairs, you end up in the second battle room. Defeat all your enemies and keep moving. There's no shard here.



02

Climb the stairs, avoiding or destroying the Bouncys as you go. As before, grab the food and destroy the crates to reveal the stars inside them.



02

Next up is the third battle room. It's vital that during the battle you obtain a burn/needle combo power. If you don't do it in this room, you'll have to restart the stage. You only have a couple of opportunities to grab the powers, so don't hesitate.



03

Battle the enemies, but don't leave the room once they're all destroyed.



03

Instead, fire a flaming burn/needle arrow into the center of the floor (notice the target pattern). The center section then falls away, revealing a shard. Grab it and leave.



02

Climb the next flight of stairs and collect the goodies as you've done before, this time avoiding or destroying the Rockys.



02

This battle room is a little tougher, thanks to the Fishbone hovering near the ceiling. You must fly up and exhale on the Fishbone to finally destroy it, or use a combo power gained during the battles. Exit to the right.



02

Climb the next staircase. Destroy the crates first. This allows the Gordos to float to the ceiling where they can't harm you anymore. Collect the goodies and keep moving.



03

Here's the final battle room. This one is tougher yet, thanks to the flying enemies. However, through inhaling and exhaling as well as copying powers, you can defeat them all quickly.



03

Once all the enemies have been defeated, grab the shard that appears, and exit to the right.



03

Avoid the N-Zs in the next area and keep going. See that black cloud above you? That's where you're ultimately headed.



Grab any last-minute items from the picnic. It's final battle time.



Prima's Official Strategy Guide

Ripple Star

Tip



There are three keys to winning the battle with Miracle Matter:

- **Keep moving:** Run back and forth along the bottom, and don't allow Miracle Matter to draw a bead on you.

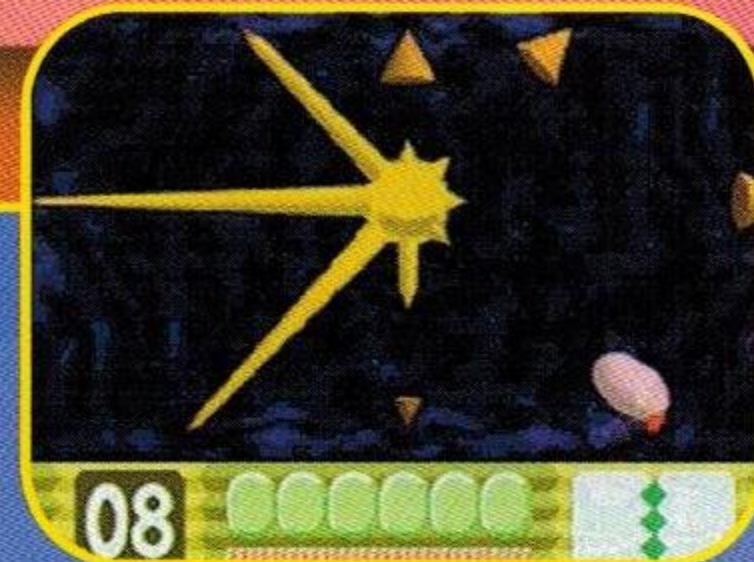
- **Like hurts like:** Inhale pieces of Miracle Matter and exhale them back at it while it's in the same stage of matter as the piece you inhaled. Nothing can damage the white-and-red form of Miracle Matter.

- **Learn its attacks:** Miracle Matter changes into all seven forms of power but only attacks in one way for each power. Learn these attacks and you'll make it to the end.



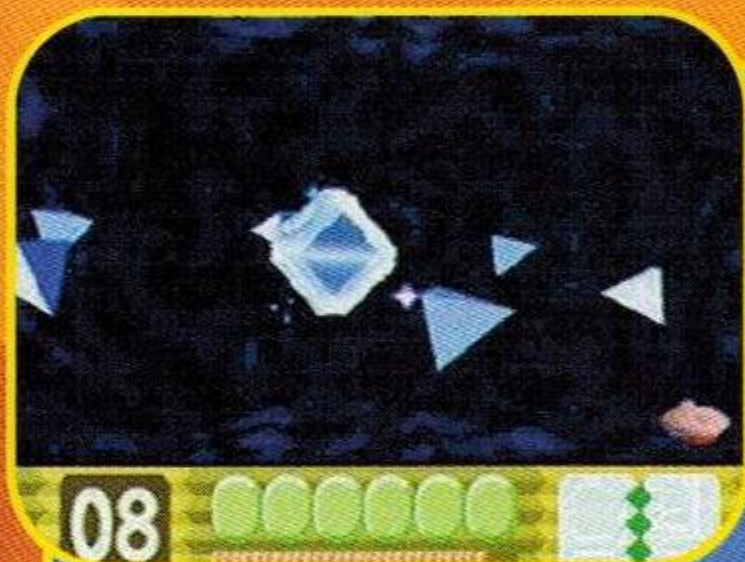
09

Miracle Matter appears in the center of the screen with Kirby at the bottom. Get ready for a big battle that will require all of your skill.



08

When Miracle Matter uses its needle power, stick to the corners and dodge the large spikes. Inhale the spike tips that are left behind, and exhale them at Miracle Matter's central body.



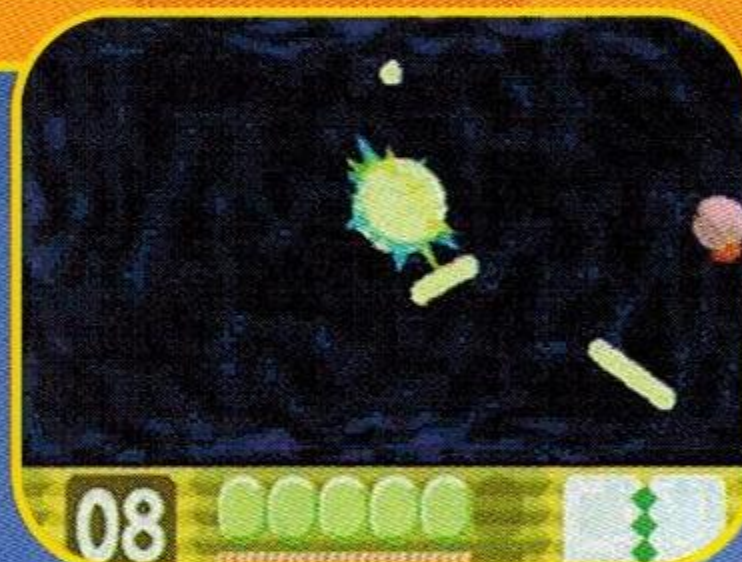
08

When you battle Miracle Matter's ice power, stay low in the corner until the ice crystals turn blue. Then inhale them and exhale them at Miracle Matter's central body.

Tip



Remember to exhale the power at Miracle Matter while it's in the same form as the power you've inhaled; otherwise, you won't do any damage.



08

Watch out for the spark power. Miracle Matter fires several electric blasts toward Kirby. Jump, fly, and duck to avoid them before inhaling the small spark powers and exhaling them at Miracle Matter.



08

Do the same with the cutter power. It makes three passes near Kirby, so stay in the lower-right corner to avoid it.



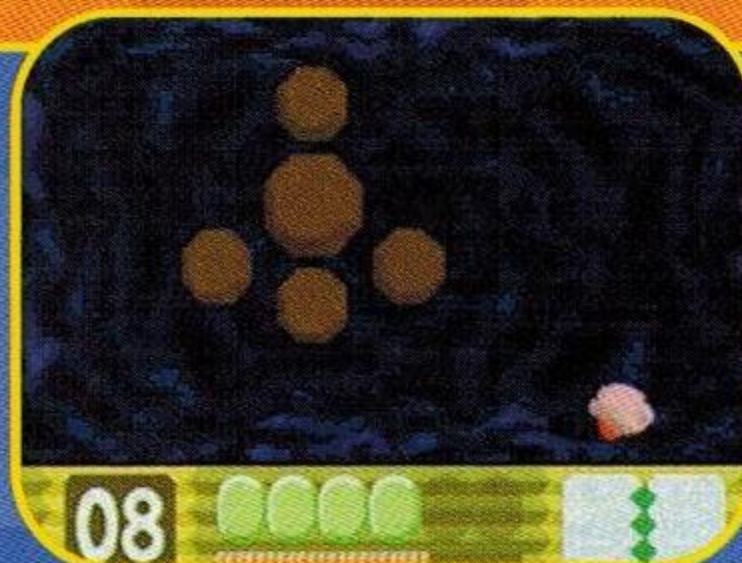
08

Be careful when Miracle Matter uses the bomb power. Avoid the bubbles at first.



08

Then inhale the bombs and exhale them at Miracle Matter's bomb form.



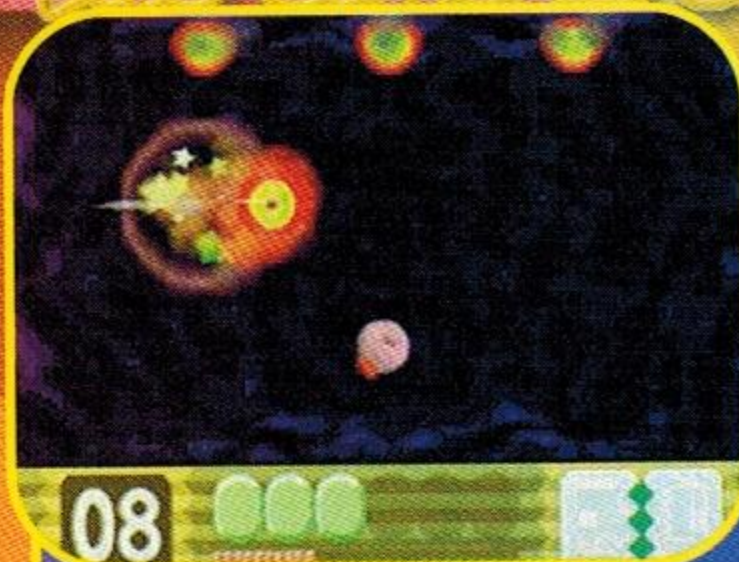
08

The stone power of Miracle Matter is perhaps the most dangerous. Miracle Matter drops boulders on top of you before falling down and trying to roll over you. Dodge and inhale/exhale the smaller boulders at it.



KIRBY 64

The Crystal Shards



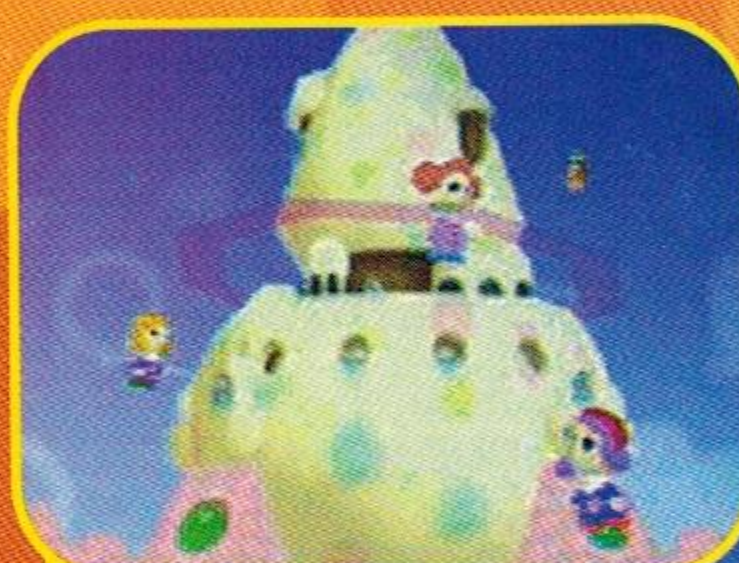
Miracle Matter cycles through its powers several times until you defeat each one. You know how you're doing by the number of red circles that have turned black on the red-and-white form of Miracle Matter.



When you defeat the final powered form of Miracle Matter, the entire thing explodes, revealing a shard inside. Grab that final shard.

The Wrap-Up

You did it! With Miracle Matter defeated, the Crystal is once again whole, and Ripple Star is safe.



The fairies of Ripple Star celebrate Kirby's victory.



So do Kirby and his friends.



The different worlds once again safe, the queen of Ripple Star thanks Kirby and his friends for a job well done.



It's time for the adventurers to head back home, but not before Ribbon and Kirby say a special goodbye.



As Kirby and company blast off for Pop Star, all is back to normal.



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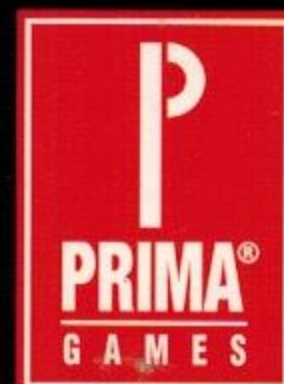
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